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ANATOLY KARPOV

*His road to the  
World Championship*



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ANATOLY KARPOV  
*His road to the  
World Championship*

*by*

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# PREFACE TO THE RUSSIAN EDITION

## The road to the Chess Olympus

Anatoly Karpov had to play three matches—against L. Polugayevsky, B. Spassky and V. Korchnoy—in order to gain the right to play a deciding match for the World Championship. Then, when Fischer refused to defend his title, Karpov became the twelfth World Champion in the history of chess. His task was not easy: while Fischer in 1971 played 21 games in three Candidates' Matches, Spassky 29 games in 1965 and 26 in 1968, Karpov had to play a total of 43 games!\*

In addition, he had to face stronger opposition. True, Polugayevsky was playing in a Candidates' event for the first time, but on the other hand, Spassky had twice won such an event, and had already been World Champion, while Korchnoy had played in Candidates' events on several occasions, and had once reached the final.

But let us try to make a more exact appraisal of these players.

Back in 1938 I suggested that a chess player's strength could be determined by four factors.

The first of these is chess talent. Without a specific chess talent one cannot become a strong player (although according to Em. Lasker, one can nevertheless reach first category rating). All three of Karpov's match opponents satisfy this requirement, though to a varying degree, while in addition their respective talents are of different types.

The second factor is character. And not only competitive character, which is usually identified with will to win, tenacity in defence, resourcefulness, and penetration into the psychology of the opponent. Of no less importance is how a player behaves when he is not at the chess board, when he is not taking part in a chess event.

Indeed, the daily routine of a chess master has little in common with

\* According to the FIDE regulations, the maximum possible number of games was 32 in 1965–71 and 60 in 1974.

his competitive character. Whether a player sleeps at night, or leads a high life and only gets up in time for lunch, whether he takes part in sports or plays cards, whether he takes care of his nervous system or drinks too much—all this depends on the human side of his character, on his upbringing and self-education.

Whether a player takes a critical attitude to his play (and to himself), or is ready to listen to any flatterer, whether he is noted for his small-mindedness, or he picks out the most important things (regarding his self-improvement), whether chess or the material side of life is the more important to him—this also depends on a player's human qualities. How many great talents have been ruined for the simple reason that their owners were petty human beings.

Since this is a delicate subject, we will not pursue it any further. But, as it is said, "A word is enough to the wise".

It will be of interest to discuss in detail the competitive characters of these three chess giants. Polugayevsky is the one who appears in the least favourable light—he is insufficiently shrewd as a competitor, and for this reason matches are probably more difficult for him than tournaments, while elimination events are particularly unpleasant for him, since it is here that one has to display these competitive qualities that we have been talking about.

Spassky is a formidable competitor—he never becomes depressed, chance defeats have no effect on him, and he has the ability to concentrate all his powers at the decisive moment (at least, that's how it used to be).

Korchnoy is unable to discipline himself as well as the ex-world champion can. As a competitor he is less sophisticated, although he is still pretty strong.

The third factor is health. Although chess is an intellectual exercise, it involves nervous strain, and a player is called on to bear a heavy work load. That kind of work load can be illustrated by the following example: in 1961 the twentieth game of my return match against Tal was adjourned after 5 hours' play in a very difficult position for me. A sleepless night followed—it was essential that I find a drawing chance. Nevertheless, before the resumption of play, I managed to have a couple of hours' sleep. In his analysis my opponent missed a winning line, and I could have gained a draw. But my tiredness told, I mixed up the varia-

tions prepared, and once again found myself on the brink of defeat. After the 6-hour adjournment session, my position was generally thought to be hopeless. Another sleepless night followed (this time I didn't lie down at all), and then a second adjournment session, this time of 4 hours. In the end—a draw. Can a person stand such a strain if he is not a real chess player? Hardly. Polugayevsky and Spassky and Korchnoy are all able to.

And, finally, the fourth factor—special preparation. After the example shown in the past by Steinitz and Chigorin, Em. Lasker and Rubinstein, Nimzowitsch and Alekhine, Ragozin and Boleslavsky,\* it is well known what is meant by special preparation, and why it is necessary. It is useful for every great master to have his own theory of openings, which only he knows, and which is closely linked with plans in the middlegame.

It is very useful, but—alas!—it is by no means everyone who is capable of doing this, and many players do not attempt such work.

In order to operate successfully in this field, one should have not only a capacity for hard work, but also a talent for searching, for investigation. When such a major talent appears, he indirectly influences the play of other grandmasters; in studying his games, other masters discover the aspects of chess theory on which it is then necessary to work, and the investigatory tendency in chess triumphs. If there is no such leading investigator, then it is the pragmatic approach that triumphs.

But if in recent years it is pragmatism that has prevailed, this does not mean that grandmasters may rest content—there is still work to be done, and special preparation is still necessary.

In this respect, Korchnoy undoubtedly excels Spassky and also, perhaps, Polugayevsky. Nevertheless, I think that even Korchnoy has not achieved his full potential in this field. The point is that a master can be sure about his analytical skill only when his analysis is tested. But this testing is possible only when there is criticism of published work by readers. If the readers of chess magazines are silent, it means that the master has learned to analyse; if the readers find “holes” in his analysis, it means that the master has still to perfect his analytical skill.

Karpov's opponents, with the exception of Polugayevsky, hardly ever

\* and Botvinnik! (K. P. N.)



publish their analytical work. Consequently, they have been unable to reach their peak in the art of chess analysis.

Now that we have characterized the strengths of Karpov's opponents according to all four factors, the reader will have a clearer picture of the barrier which was overcome by the young grandmaster in these matches.

In the winter of 1964 I gave a clock simultaneous display against several young players in Moscow. Among them was Tolya Karpov from Zlatoust. Small and frail, he was not yet 13 years old, although he was already a candidate master. His play at the time did not make a great impression, but one should not be surprised at this: young Boris Spassky, at the same age, played against me in a mass simultaneous display in Leningrad, and his play too did not much impress, but this did not prevent him from becoming World Champion 20 years later. Karpov was to achieve the same goal within 11 years!

Some time later, returning from Chelyabinsk, I visited Zlatoust together with Y. Rokhlin, and gave a simultaneous display—chess is popular in the town. Rokhlin persuaded me to appear in Zlatoust because it was there that Tolya lived—he was already showing great promise. On that occasion, we became acquainted with Tolya's parents and were invited to their house. A good family, and a serious young lad!

In 1966, when Tolya was 15, he gained the master title at a tournament in Leningrad.

In the USSR Team Championship (Riga, December 1968) Tolya achieved a great success. Playing for the Armed Forces team on the junior board, he scored 10 points out of 11!

At that time, he was already a "killer" at lightning chess. Grandmasters were afraid of him, and avoided 5-minute games with him. Tolya calculated variations with astonishing rapidity and accuracy. Of course, lightning chess has nothing in common with serious tournament games, but even so Tolya was beginning to win respect.

It was then that I wrote an article predicting success for Karpov both in the young masters' elimination tournament, and in the Junior World Championship. This article was published in February 1969.

In the summer of the same year Karpov became the Junior World Champion. In Stockholm he finished three (!) points ahead of his nearest rival. Fourteen years had passed since, in 1955, Boris Spassky

had won this distinguished title. And now a second young Soviet player had repeated Spassky's achievement.

Tolya's father was made chief engineer of a factory in Tula, and the Karpov family moved there. Tolya was awarded a medal on leaving school, and entered the Faculty of Mechanics and Mathematics of Moscow University, where he completed the first term successfully.

But the young student assessed the situation soberly—there was little time for chess, so he transferred to the Faculty of Economics; it turned out that it was easier to combine chess and economics.

Then Karpov transferred to the Economics Faculty of Leningrad University. When I was ascending the Chess Olympus, I used only to take those decisions which would undoubtedly help in achieving the goals set; if the outcome was unclear I preferred to avoid taking such steps. From this point of view, I would not have changed universities.

Clearly, there must have been some weighty considerations which persuaded Karpov to take this decision.

Karpov successfully continued his studies at Leningrad University right up to the time when he became involved in the cycle of FIDE elimination events. Now it was necessary to study chess seriously, and so the student-grandmaster took sabattical leave.

In that World Championship cycle, the Junior World Champion received the right to enter the Interzonal Tournament. This was very handy, as it saved him from having to qualify through an FIDE zonal tournament—the USSR Championship. But Karpov enthusiastically decided to accumulate tournament experience, and towards the end of 1971 played very successfully in three consecutive tournaments—the USSR Championship, the Alekhine Memorial Tournament and the Christmas Tournament in Hastings. On the basis of these successes, he unexpectedly emerged as the leading Soviet tournament player!

The year 1973 began, and Karpov entered the FIDE elimination cycle. Somewhere up above, the chess throne was occupied by Robert Fischer, the "the greatest chess player of all time", according to American propaganda. Could the World Junior Champion Anatoly Karpov hope for a title match against Fischer?

Personally, I was convinced that this would happen in the following cycle, and that Karpov would win the World Championship match in 1978. But what about this cycle?

Tolya seemed to be too young, and the difficulties he had to overcome were exceptional. The FIDE had introduced some new rules. The Interzonal Tournament had been separated into two independent events. While before this, it had been enough to finish in the first six, now it was necessary to occupy a place no lower than third. This task was naturally several times harder. If earlier, the greatest number of games that could be played in three matches (Quarter-final, Semi-final and Final) was 32, this was now increased to 60!

For this reason I thought that, in the 1973–5 cycle, the young player could have only two goals. The minimum one was to reach the Candidates' Competition, thus securing for himself a place in the 1976 Interzonal. And the maximum one was to reach the final Candidates' Match, thus securing himself a place in the 1977 Candidates' Matches.

But Karpov achieved more!

The first hurdle—the Leningrad Interzonal—was cleared successfully: he shared first place with Korchnoy.

The second hurdle was the Candidates' Matches. Karpov took what was in my opinion a strange decision: as a preparation, he played in two tournaments—the USSR Championship and in Madrid. He wanted to improve his practical form. I would have preferred secret training games and research work. But, as it is said, winners are never criticized.

At the beginning of 1974, the match with Polugayevsky took place in Moscow. The majority of grandmasters supported the older participant, being rather suspicious as regards the younger one. This was a good sign. When in the twenties and thirties I was overcoming the resistance of the older generation of Soviet masters, the picture was the same.

The start of the match was difficult; the first three games were drawn. At first, Karpov did not appreciate where his opponent's weaknesses were. But he employed one of the strongest features of his nature—his self-education programme, and re-organized himself. The point is that Polugayevsky is strong when he knows what has to be done. When, on the other hand, the plan is not clear, and the game drags out, Polugayevsky is weaker. After the fourth game, Karpov gained in confidence, and the match concluded after 8 games with a score of 3:0.

Before the match against Spassky, the situation became even more tense. At that time Spassky seemed to have regained his form, which he

had lost after the title match with Fischer. He had won the Soviet Championship, and had defeated R. Byrne in the Quarter-final with ease.

"Everyone" thought that Spassky would easily win the Semi-final match. Even the FIDE president joined in this "forecasting", although it was hardly becoming of him to do so. And Spassky too, of course, was sure that he would win.

The start of the match confirmed the forecasts. Karpov took a postponement (he had a temperature), but even so lost the first game. Both Spassky and the "experts" had no more doubt regarding the outcome of the match. Spassky was not even in much of a hurry. In the second game, he did not play for a win with White, and on the seventeenth move—agreed a draw.

It is now clear that this decision of Spassky's was symptomatic. It was typical of the present-day Spassky, who wants to win with the minimum of exertion. Nowadays he is not keyed up for intense exertion, and does not press himself. And when in the subsequent games Karpov forced him into a stern and uncompromising battle, Spassky suffered four defeats in 9 games. After 11 games, the score was 7:4, the same as in the match in Reykjavik.

We must be fair—it was not Spassky's chess talent that suffered a defeat in this match. Spassky lost the match as a human being. He had favourable opportunities during play, but failed to exploit them. A hard fight is no longer to his liking!

Karpov played the match brilliantly. It is hard to say where he displayed the greater mastery—in attack or in defence. The calculation of variations was combined with the art of positional play. Karpov realized that he could overcome Spassky, only by devoting himself entirely to chess.

This match cleared up the situation on the Chess Olympus, at least for those who wished to understand. Chess fans recognized Karpov's success, and everyone was interested in whether Korchnoy would be defeated too. After all, Korchnoy had beaten Petrosian even more easily than Karpov had defeated Spassky. "Don't worry", I used to tell chess fans, "It wasn't so as to lose to Korchnoy that Karpov beat Polugayevsky and Spassky . . ."

Karpov won this match too, but the battle took a different course

compared with the match against Spassky. This time Karpov played more prudently. If possible, he avoided taking risks. The fact was that his match against Spassky had been like a leap into the unknown (previously he had achieved no such success). Playing against Korchnoy, Karpov was already believing in his own strength, he had to win the match, and that was all! This was especially noticeable when, after 6 games, he already had a lead of two points. He had nothing against draws with White (seven French Defences . . .), and was forced to display a wonderful tenacity in defence (games 11 and 13). And when Korchnoy suffered a third defeat (game 17), the match would have lost all interest, had it not been for the emergence of some new factors, which caused the struggle to be renewed with extreme bitterness.

Karpov was only 23, and he was bound to have some deficiencies. One of them is obvious—Karpov is by no means a *Portos*. The young Grandmaster should pay greater attention to his physical condition. His entire daily routine before, during and after an event should be directed towards this. This is evidently not yet the case, and after the difficult eleventh and thirteenth games, Karpov was unable to regain his powers. This is noticeable in the fifteenth game, which he played most unsurely.

His second weak spot is also obvious—he still has a lot to learn. After his third win, everyone praised the young grandmaster's play; his head began to spin a little, and he lost both his respect for his opponent and his sense of danger. Thus the strongest feature of Karpov's competitive strength disappeared.

There is also a third problem, which Karpov still has to solve, and this is the development of his research ability. At the end of the match, the modest reserves of his opening repertoire told. As a result, the score became 3:2 after the twenty-first game. And at that moment—and we should give the young grandmaster his due—he managed to compensate for his deficiencies and maintain his winning score to the finish.

Thus, Karpov's strong points—his self-programming ability, his sense of danger, calculation of variations and positional mastery (the skilful creation of domination on the board)—enabled him to clear the five elimination hurdles. But Karpov has work to do. He must remember that now he belongs not so much to himself, but to the chess world, which is in need of players of great strength and with the ability to maintain this strength over a long period. The cultivation of such a

player is a complex matter. It is to be hoped that the dismal experience of highly talented grandmasters, who have prematurely grown decrepit (in the chess sense), will be taken into account by Karpov.

For Korchnoy, this match was probably the greatest success of his whole career. He showed himself to be a real fighter—he has not lost his strength, even though he is in the fifth decade of his life.

What could Soviet chess players hope for immediately after Karpov's victory?

First and foremost, that Fischer would be able to play the match, and to play it at his best. This is just what Karpov needed for the further improvement of his mastery.

However, one cannot avoid here speaking about the difficult situation which has arisen in the chess world in recent years.

From the Steinitz–Zukertort match in 1866, right up to the death of Alekhine in 1946, everything was simple. The chess world was similar to a feudal society, headed by the king (the champion) and the powerful feudal lords (grandmasters), with whom the king reached agreements on the laws of the chess state, which reduced essentially to one—how to conduct matches for the World Championship.

In 1924 the common chess players organized their Parliament (FIDE), but the king did not acknowledge that it had any legislative powers. But when one of the kings died, and died without being dethroned, the parliament proclaimed its authority, and was recognized by all chess players. The chess world had become democratic!

A new and just constitution for the chess state had to be drawn up. Of course, like every constitution, it had to be a stable one. Such a constitution was accepted in 1949 at a congress in Paris. An important role in its formulation was played by Soviet chess players, whose strength was recognized by the whole world. The basic principles of the constitution were as follows:

1. Once every 3 years the chess world must definitely witness a match for the World Championship (such a match is not only of competitive, but also of creative significance. The match must not be missed, as this is to the detriment of the development of chess.)
2. The match is to be played for a majority of points out of 24 games. The champion has one advantage: if the score is 12:12, he retains his title. (The number of games is limited, because a player can only play at

his best for roughly 20 games. Increasing the number of games would inevitably involve lowering the creative level of the match.)

3. During the match, a player may three times claim a postponement on account of illness. If a player is ill before the match, the start of the match may be delayed for up to 6 months.

4. A defeated champion has the right to a return match (this traditional rule became particularly necessary, since a champion could lose his title on account of illness).\*

5. The match must be held in a country with a favourable climate, and at the most favourable time of the year.

6. The prize fund is fixed (it was determined with the intention that any prominent chess country should be enabled to organize such a match).

Almost immediately after 1949, these rules began to be attacked, but without significant success. Dissatisfaction was provoked by the fact that Soviet chess players had a secure hold on the World Championship. Our rivals naïvely thought that these fair rules had some hidden context which favoured Soviet players. Yes, the rules favoured our players, but only because they "favoured" the strongest ones. They favoured young talents ascending the Chess Olympus. Up till 1972, this constitution of the chess state was basically unaltered, but then it was quickly transformed into a meaningless sheet of paper.

What was it that happened?

It so happened that, with the appearance of Fischer, there appeared at the same time some hidden forces who, using money (i.e. the prize fund), began to dominate the chess world.

Now if one is to believe everything that is written by the Western press, a match with Fischer's participation is possible only in a country where there is an American military base. It was such countries that offered prize funds which exceeded the funds fixed in the previous rules by factors of ten (in 1972) and by factors of a hundred (in 1975)!

Some will say: that's fine, at last chess champions will receive a fair reward for their efforts. What can be wrong with that?

What is wrong is that a player, on knowing of the unusually big prize that awaits him, loses his creative inclinations. During a match, a player

\* Why then didn't Smyslov or Tal, as defeated Champions in 1958 and 1961 respectively, have the right to a return match with Botvinnik? (K. P. N.)

must be devoted to chess alone, and everything else should be performed automatically, in a standard way. Thus the prize may be anything, only definitely a standard amount.

Perhaps it was for this reason that Spassky, in 1972, did not play as well as might have been expected! And any participant in a World Championship match may find himself in a similar situation.

But then one may well retort, why does this enormous prize not affect Fischer? After all, both players are in an identical situation.

Even if the players are in an equal situation, the theory of even possibilities is not applicable here. If, for example, both players were forced to play, not sitting, but standing, who would win? It would not at all be necessarily the one who would win under normal conditions! Moreover, it is only at first sight that the situation seems identical for Fischer and for his opponent. From an early age, Americans are accustomed to big business.

In order to bring big money into the act, the co-operation of the FIDE President was necessary. This sort of thing is conveniently done when confusion reigns. Evidently, it was for this reason that in 1972, at the critical stage of the negotiations for the match, the President disappeared! Alas, Dr. Euwe did the same thing, though to a lesser degree, again in 1975.

It is to be hoped that the intrusion of hidden forces into the creative world of chess will now be liquidated.

Even without this, the top masters and the FIDE have plenty to worry about. Chess masters still have no proper rights, no professional organization. There is nothing new in this. The questions of adequate reward for the creative work of chess players, of maintenance and regulation of grandmasters' working conditions, of standardization of boards, pieces, clocks, playing halls etc., have been discussed many times in the press.

Here, for instance, is what Emanuel Lasker wrote half a century ago in his brochure "My match with Capablanca":

"... The chess world treats its obligations too lightly. ... It has become established among chess players that such obligations do not exist at all. When some talented young player is praised to the skies, it is not surprising that he devotes himself to the game, and considers it to be his vocation. The chess world likes this very much ... and the young



player gets satisfaction from flattery and praise. But later, when he becomes dependent on chess, there is no one to turn to, and poverty and disillusionment soon set in. And this lies on the conscience of the chess world.

"Of course, it will be objected that chess cannot be a profession. But the millions of chess players who play through the published games of masters learn from them, and receive spiritual enjoyment, should not hold such a point of view. Using such arguments, the world of music could deprive talented musicians of their daily bread, which would of course be clearly unjust. Only those who devote themselves entirely to a certain subject can produce something great in this field."

Lasker spoke out at that time for the creation of an FIDE, he wrote that "... the young masters . . . will unite the chess world into an active organization". Now the FIDE exists, although, as the reader may suspect, Lasker would not be satisfied with its activities.

Chess combines both a competitive element (the result of a game) and a creative one (the content of the game). Lasker considered chess to be a fully fledged field of human creative activity. Hence he came to the conclusion that the moves of games played by masters should be subject to copyright. He wrote that a chess game is "a product of the creative thinking of two great personalities". But Lasker was unable to change the copyright law, and merely tried to defend his author's rights during the 1921 match.

"After long talks with Capablanca [Lasker wrote] it was agreed that the games of the match should remain our property. . . ." Later on he remarks that this agreement was not observed.

But if this proposal by this great master from the past had been accepted, would not masters have begun to attach more to the creative content of their games?

Yes, the situation in the chess world is in need of change.

Robert Fischer, after winning the title in Reykjavik, shut himself off completely from the chess world. As champion, he did not play a single game and did not publish a single article or piece of analysis. In October 1973, chess players saw him for the last time, when, as a spectator, he visited an international tournament in the Philippines. Since then, Fischer has disappeared, and has lost any direct contact with the chess

world. A Mr. Edmondson has been acting on his behalf. There is no basis for supposing that Edmondson had no authority to represent Fischer, but there is also no reason for maintaining that he did indeed have this authority. The chess world believed in Fischer's phenomenal strength, while the FIDE granted all the demands made by Edmondson, who maintained that they were also Fischer's demands.

Edmondson insisted on changing the match rules adopted in 1974 in Nice. The situation was discussed in December 1974, at a meeting of the FIDE Bureau in Malaysia. The decisions taken at the Congress in Nice were confirmed. Then an extraordinary FIDE Congress was called in March 1975, at Bergen-aan-Zee (Holland). The situation was critical, and it was expected that a majority of the delegates would support the new change in the rules.

But the "hidden" forces, for the first time since 1972, were unexpectedly defeated. In the main it was European chess, the stronghold and birthplace of modern chess, which gave the rebuff; as a whole, the American proposals were rejected. After the Congress, Edmondson again tried to appeal to the FIDE Bureau, but in vain.

These decisions taken by the Congress in Holland led to a rapid showdown. True, there was nothing to prevent Fischer from agreeing to play a match under the approved conditions—it was never too late to refuse to play. However, a reply to the FIDE's inquiry was never received from Fischer: the deadline was passed on April 1st, 1975, at 24 hours mid-European time. For refusing to play, Fischer was stripped of his title, and Karpov was proclaimed World Champion.

The Bergen-aan-Zee Congress is a ray of hope in this present uneasy time for chess. Its decisions indicate that it is no longer possible to neglect with impunity the common interest in favour of selfish interests. However, these decisions are merely a first step, and they must be followed by others, which will lead to a just order in the chess world.

Of course, both the chess world, and Karpov himself, regret that the 1975 match was not held. However regrets are not enough: the FIDE has a duty to tell the chess world what has happened to Robert Fischer. Like every great chess player, he belongs to the whole world. Chess players have the right to have contact with the player who earlier earned so much admiration by his fearless play! Perhaps the Californian "prisoner" will yet give up his solitary life for battles at the chess board?

Thus, chess players of the whole world have gained a new young leader—Anatoly Karpov. He is very popular everywhere and, of course, especially in the USSR, and among Soviet youth. It is no accident that Karpov (along with other outstanding Soviet sportsmen), has been made a member of the Central Committee of the Leninist Communist Youth League.

Anatoly Karpov is, without doubt, the strongest chess player of our time. Twice, in 1973 and 1974, he was awarded the Chess Oscar as the best player in the world, on the results of the previous year.\*

On April 24th, 1975, the FIDE President, Professor Max Euwe, proclaimed Anatoly Karpov the twelfth Champion of the world. A difficult path towards new achievements has been opened before him. The chess world was gratified to hear the new champion's announcement, that he would very soon be taking part in major chess events. And indeed, as Champion, Karpov played very successfully in the Portoroz-Ljubljana tournament and in the 6th USSR Peoples' Spartakiad. We wish him further success!

\* He has also received this award every year since. (K.P.N.)

# TOURNAMENT AND MATCH RESULTS OF ANATOLY KARPOV

## Tournament and Match Results of Anatoly Karpov

Anatoly Karpov was born on May 23rd, 1951, in the town of Zlatoust, received first-category rating when he was 9 and at the age of 11 became a candidate master. By scoring 10 points out of 15 in a tournament of candidate masters against masters (Leningrad 1966), he achieved the norm for the master title. At the age of 18 he was an International Master, and a year later became a Soviet and International Grandmaster. In 1974 he was awarded the title of "Honoured Master of Sport".

Since becoming a master, A. Karpov has played 584 games in official events, winning 279, drawing 283 and losing only 22. His percentage score in these games is 72.0. Here is a list of these appearances:

Year	Event	Result			Place
		+	-	=	
1967	International Tournament	9	-	4	1
1968	International Junior Tournament (Groningen), Final	4	-	3	1
	Match USSR - Yugoslavia (Sochi), Junior Board	3	-	1	
	Moscow				
	University Championship	7	-	6	1
	USSR Team Championship (Riga), Junior Board	9	-	2	1

Year	Event	Result			Place
		+	-	=	
1969	Elimination Match—Tournament for the Junior World Championship (Leningrad)	5	2	5	1
	Junior Match USSR—Yugoslavia, Board Three	2	—	2	
	Junior World Championship (Stockholm)				
	Semi-final	3	—	3	1
	Final	9	—	2	1
1970	Championship of the Russian Republic (Kuybishev)	8	—	9	1
	International Tournament (Caracas)	8	2	7	4-6
	38th USSR Championship (Riga)	5	2	14	5-7
1971	USSR Championship Semi-Final (Daugavpils)	9	—	8	1
	Student Olympiad (Puerto Rico), Board Three	7	—	1	1
	USSR Team Championship (Rostov-on-Don), Junior Board	6	—	1	1
	39th USSR Championship (Leningrad)	7	2	12	4
	International Alekhine Memorial Tournament (Moscow)	5	—	12	1-2
	International Tournament (Hastings)	8	—	6	1-2
1972	First All-Union Olympiad (Moscow), Board Two	4	2	3	3
	Student Olympiad (Graz), Board One	5	—	4	1

Year	Event	Result			Place
		+	-	=	
1972	XX FIDE Olympiad (Skopje), 1st reserve	12	1	2	1
	International Tournament (San-Antonio)	7	1	7	1-3
1973	International Tournament (Budapest)	4	-	11	2
	Match-Tournament of USSR Teams (Moscow), Board One	2	-	2	1
	Interzonal Tournament (Leningrad)	10	-	7	1-2
	European Team Championship (Bath), Board Four	4	-	2	1
	41st USSR Championship (Moscow)	5	1	11	2-6
	International Tournament (Madrid)	7	-	8	1
1974	Candidates' Quarter-Final Match v. Polugayevsky (Moscow)	3	-	5	
	Candidates' Semi-Final Match v. Spassky (Leningrad)	4	1	6	
	XXI FIDE Olympiad (Nice), Board One	10	-	4	1
	Candidates' Final Match v. Korchnoy (Moscow)	3	2	19	
1975	International Tournament (Portoroz-Ljubljana)	7	-	8	1
	All-Union Spartakiad (Riga), Board One	4	-	3	1
	International Tournament (Milan)	3	1	7	2-4
	Play-off:				
	Semi-Final v. Petrosian	-	-	4	
	Final v. Portisch	1	-	5	

Year	Event	Result			Place
		+	-	=	
1976	USSR Cup, Premier League (Tbilisi), Board One	2	-	4	2
	International Tournament (Skopje)	10	-	5	1
	International Match-Tournament (Amsterdam)	2	-	4	1
	International Match-Tournament (Manila)	1	1	4	2
	International Tournament (Montilla)	5	-	4	1
	44th USSR Championship (Moscow)	8	1	8	1
1977	West German Open Championship (Bad Lauterberg)	9	-	6	1
	European Team Championship (Moscow), Board One	5	-	5	1
	International Tournament (Las Palmas)	12	-	3	1
	International Tournament (Leningrad)	5	2	10	4-5
	International Tournament (Tilburg)	5	-	6	1
1978	International Tournament (Bugojno)	6	1	8	1-2

# THE QUARTER-FINAL MATCH: KARPOV-POLUGAYEVSKY

## Game 1. Nimzo-Indian Defence

*Polugayevsky-Karpov*

January 17th

1 P-Q4	N-KB3	6 N-B3	P-Q4
2 P-QB4	P-K3	7 0-0	QP×P
3 N-QB3	B-N5	8 B×BP	N-B3
4 P-K3	0-0	9 P-QR3	B-R4
5 B-Q3	P-B4		

Karpov had also adopted this line in earlier games, e.g., against Gligoric at Hastings 1971/2.

10 B-Q3 ...

In all the subsequent odd-numbered games of the match, Polugayevsky retreated his bishop to R2. The theoretical continuation 10 N-QR4 gives White no special advantage.

10 ... P×P

After 10 ... B-N3 White can choose between the quiet line 11 P×P B×P 12 P-QN4 B-Q3 13 B-N2 (or 13 N-K4) with a slight advantage, and the sharper continuation 11 N-QR4 P×P 12 N×B Q×N 13 P×P R-Q1 14 K-R1 (if 14 B-K3 Q×NP, White hardly has enough compensation for the sacrificed pawn) 14 ... P-KR3 (14 ... N×P 15 B-K3 P-K4 16 N×P is worse for Black) 15 P-QN4 B-Q2, when White again has an insignificant advantage.

11 P×P	B-N3	13 B-KN5!	...
12 B-K3	N-Q4		

This continuation, prepared by Polugayevsky for the match, is without doubt more promising than the one adopted by Gligoric in the above-mentioned game. There, after 13 N×N P×N 14 P-R3 N-K2



15 B-KN5 P-B3 16 B-Q2 B-KB4, the game was completely level, and a draw was soon agreed.

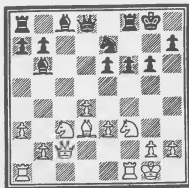
13 ... P-B3 14 B-K3 ...

With his KBP on its original square, Karpov could exchange his knight for the White bishop without danger; now this exchange, which cannot be avoided, involves a certain risk on account of the weakness of Black's KP.

14 ... QN-K2 15 Q-B2 N×B

Black hurries to make this exchange, evidently so as to set White an elegant trap "in passing". In the tempting line 16 B×P+ K-R1 17 P×N P-B4 18 N-KN5 N-Q4 19 P-KR4 N×P 20 Q-K2 Q×P White has no time for the decisive move 21 Q-R5, as he loses after 21... N×R+ 22 K-R1 N-N6+.

16 P×N P-N3



17 B-B4 ...

17 N-QR4 was more energetic. If the bishop retreats, then after 17... B-B2 18 QR-B1 B-Q3 19 N-B5 P-N3 20 N-K4 B-N1 21 B-B4 White has the advantage. After 17... B-Q2 18 P-QN4! followed by N-B5, White's advantage is again indisputable. When analysing this game Polugayevsky evidently underestimated 17 N-QR4, and so in later games where the Nimzo-Indian was played, he avoided 10 B-Q3.

17 ... N-B4

Now Black develops some pressure along the QR2-KN8 diagonal and gains time to consolidate his position.

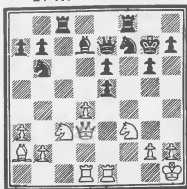
18 KR-K1	K-N2	20 K-R1	R-B1
19 QR-Q1	B-Q2	21 B-R2	N-Q3!

At just the right time, this knight occupies an excellent defensive post at KB2.

22 Q-Q3	Q-K2	24 P-K5	...
23 P-K4	N-B2		

Or 25 P-Q5 N-K4 26 N×N P×N, with an even game.

24 ... P×P



25 N×P ...

The line 25 P-Q5 B-B2 26 N-K4 P×P 27 B×P B-B3 28 B×B P×B 29 Q-B4 B-N3 is also not dangerous for Black.

25 ...	N×N	26 R×N	R-KB4!
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The majority of the experts considered 26... Q-R5 to be stronger, citing the line given by grandmaster Balashov in "64" (1974, No. 4): 27 B×P Q×QP 28 Q×Q B×Q 29 B×B B×R 30 B×R R×B 31 R-Q7+ K-R3 32 R×NP B×N 33 P×B R×P 34 P-KR4 R×P. However they all overlooked the prosaic 28 Q-K2, after which things don't get as far as a rook and pawn endgame.

27 N-Q5	Q-Q3	28 N×B	Q×N
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The rest is simple—Black's KP is not weaker than White's QP.

29 Q-K2	Q-Q3	31 K-N1	B-R5
30 P-R3	QR-B1	32 R-Q2	B-Q2

Drawn.

## Game 2. Sicilian Defence

*Karpov-Polugayevsky*

January 19th

1 P-K4	P-QB4	7 N-N3	B-K2
2 N-KB3	P-Q3	8 0-0	B-K3
3 P-Q4	P×P	9 P-B4	Q-B2
4 N×P	N-KB3	10 P-QR4	QN-Q2
5 N-QB3	P-QR3	11 K-R1	...
6 B-K2	P-K4		

Karpov avoids the advance P-KB5 suggested in all theoretical books—on the previous move, at the present moment, and on the next move. It may be recalled, in particular, that after 11 P-B5 B-B5 12 B-K3 0-0 13 P-R5 a position is reached (by transposition of moves) from Karpov's game against R. Byrne (Interzonal tournament, Leningrad, 1973); Byrne played 13 ... P-QN4, and a draw was agreed after 21 moves.

11 K-R1 was introduced by Geller in his game against Ivkov (Hilversum, 1973). The reply 11 ... R-QB1 allowed White to seize the initiative by 12 P-B5 B-B5 13 P-R5 0-0 14 B×B Q×B 15 R-R4 Q-B3 16 B-K3, since 16 ... P-QN4 is not now possible as Black's QRP is unprotected. Polugayevsky, quite naturally, refrains from playing 11 ... R-QB1.

11 ...	0-0	13 R×P	KR-K1
12 B-K3	P×P		

In all the subsequent even-numbered games, Polugayevsky gave up this unfortunate move in favour of 13 ... N-K4.

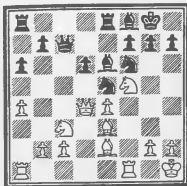
14 N-Q4	N-K4	15 N-B5	N-N3
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Black plays without a plan and gradually gets into a difficult position. Now he forces the White rook to retreat to the square which is in fact the best available. At the same time, the way is opened for White's black-squared bishop to go to KN5.

16 R-KB1	B-KB1	17 Q-Q4!	...
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Now Black's QP is in danger, and the threat of N-R6+ can also be unpleasant for him.

17 ...	N-K4
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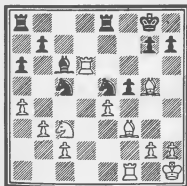
18 B-KN5      N(B3)-Q2      19 QR-Q1      ...

Black's QP is doomed (if 19 ... Q-N3, then 20 B-B1). Polugayevsky finds a resource which complicates the situation somewhat.

19 ...      N-B4      22 R×Q      B-Q2!  
 20 N×QP      B×N      23 P-QN3      ...  
 21 Q×B      Q×Q

The continuation 23 B-K3! N×RP 24 N-Q5 was indicated by Karpov immediately after the game as an improvement of White's play. Black would be then in a difficult situation, e.g. 24 ... QR-B1 25 B-Q4 B-N4 26 B×B P×B 27 P-QN3 N-B4 28 N-N6. By returning his extra pawn, White sets up strong pressure. Now, however, Black gains counter-play.

23 ...      B-B3      24 B-B3      P-B4



25 B-K3 ...

This leads to an even endgame, and the remainder of the game is not of much interest. Meanwhile, the threat of N-B2 was not as dangerous as White considered, and for the moment he could have won another pawn by 25 P×P. If, say, immediately 25 ... N-B2, then 26 B×B P×B 27 R×P. The preparatory 25 ... B×B 26 P×B, and now 26 ... N-B2 was no more dangerous on account of 27 R-Q5 N×B (27 ... N×NP? 28 N-K4) 28 R×N QR-B1 29 R×R R×R 30 N-K4. The best chance for Black was 25 ... N×B 26 P×N R-K4 27 K-N1 (and not 27 K-N2, as I erroneously recommended in *Candidates' Matches 1974*, published in Belgrade, because of 27 ... R×P 28 B-K3 QR-KB1 29 B×N R×B 30 R-Q3 R-N4+ 31 K-B2 R-KR4 with a draw) 27 ... R×P 28 B-K3, although here Black still has to demonstrate that White's extra pawn is of no importance.

25 ...	N×KP	28 R×R	R×R
26 B×N	P×B	29 K-N1	N-N3
27 P-R3	QR-Q1		

Although centrally placed, the knight was out of it at K4, and Black transfers it to KB4.

30 N-K2	R-KB1	33 B-K7	N-B4
31 R-Q1	N-R5	34 R-Q8+	...
32 B-B5	R-B1		

White too is agreeable to a draw.

34 ...	R×R	38 P-R5	K-B2
35 B×R	P-KR4	39 N-B3	B-B7
36 P-B4	P-K6	40 P-QN4	N-Q3
37 B-N5	B-K5		

Drawn.

### Game 3. Nimzo-Indian Defence

*Polugayevsky-Karpov*

January 21st

1 P-Q4	N-KB3	4 P-K3	O-O
2 P-QB4	P-K3	5 B-Q3	P-B4
3 N-QB3	B-N5	6 N-B3	P-Q4

7 0-0	QP×P	9 P-QR3	B-R4
8 B×BP	N-B3	10 B-R2	...

Polugayevsky, perhaps wrongly, avoids 10 B-Q3 (cf. game 1).  
 10 ... P-QR3

The same move was played in game 5, while in game 7 Karpov tried 10...B-N3.

11 N-QR4 ...

The white-squared bishop is passively placed at R2, and now Polugayevsky also moves his knight to the edge of the board. In the fifth game, he played the stronger 11 B-N1.

11 ...	P×P	12 P×P	P-R3!
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After 12...N-K2 13 B-N5 White keeps the initiative.

13 B-KB4

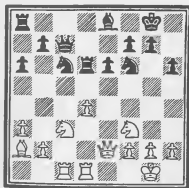
White seems to be provoking the following exchange of bishops.

13 ...	B-B2	15 Q-K2	R-Q1
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14 B×B	Q×B	16 KR-Q1	B-Q2
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16...P-QN4 17 N-B3 (17 N-B5? N×P) 17...B-N2 was also possible, with an equal position.

17 QR-B1	B-K1	18 N-B3	R-Q3
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19 P-Q5 ...

After 19 N-K4 N×N 20 Q×N QR-Q1 21 B-N1 P-B4 Black would seize the initiative. Now, however, a quick draw is inevitable.

19 ...	P×P	21 R×N	QR-Q1
20 N×P	N×N		

Drawn.

## Game 4. Sicilian Defence

*Karpov—Polugayevsky*

January 23rd–24th

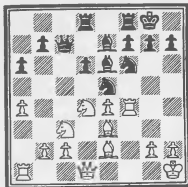
1 P-K4	P-QB4	8 0-0	B-K3
2 N-KB3	P-Q3	9 P-B4	Q-B2
3 P-Q4	P×P	10 P-QR4	QN-Q2
4 N×P	N-KB3	11 K-R1	0-0
5 N-QB3	P-QR3	12 B-K3	P×P
6 B-K2	P-K4	13 R×P	N-K4
7 N-N3	B-K2		

Polugayevsky correctly avoids 13 ... KR-K1, as played in the second game.

14 N-Q4 ...

In the sixth game, Karpov chose 14 P-R5, intending the manoeuvre R-R4, as adopted by Geller in the above-mentioned game against Ivkov (Hilversum, 1973).

14 ... QR-Q1



15 Q-KN1 ...

White must prevent Black's P-Q4, which would be especially unpleasant with the White queen at Q1. Now 15...P-Q4 fails to 16 NxB P×N 17 B-N6. Many commentators criticized Karpov's last move, and suggested 15 P-R5 with the same threat of 16 NxB P×N 17 B-N6. To be fair, we should point out that after 15 P-R5 R-Q2 16 N-B5 B-Q1 17 N-Q5 N×N 18 P×N B×N 19 R×B P-KN3 20 R-KB1 P-B4 Black probably has an equal game.

15 ...	R-Q2	17 N-B5	B-Q1
16 R-Q1	R-K1	18 N-Q4	N-N3

Black's bishop is well placed at Q1, and so he avoids the repetition of moves by 18...B-K2. However, we shall see that later he has nothing against a repetition under similar circumstances. Black achieves nothing after 18...P-Q4 19 NxB P×N 20 P×P.

19 R(B4)-B1	N-K4	20 B-KB4	...
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Karpov decides to play on and avoid the repetition (20 R-B4), but perhaps, without sufficient justification.

20 ...	Q-B4
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Black gains nothing by 20...Q-R4, as was recommended by certain commentators, on account of 21 N-N3 (21...Q-N5 22 R-Q4).

21 N×B	...
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These exchanges lead to an equal endgame.

21 ...	Q×Q+	22 R×Q	...
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If 22 K×Q, Black might subsequently gain a tempo in some cases by B-N3+

22 ...	R×N
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The alternative was 22...P×N, protecting the central Q4 square and improving Black's pawn structure. He prefers to play on the weakness of White's KP.

23 B-B3	N(K4)-N5	24 KR-B1	...
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All that was threatened was 24...N-B7 mate.

24 ...	B-N3	26 B×B	...
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25 R-Q2	B-K6
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It was probably better to first exchange his white-squared bishop by 26 B×N N×B, as after the continuation in the game, a position is reached in which Black's two knights are superior to White's bishop and knight. Karpov does not want to part with his bishop, which protects his KP so effectively.



26 ... N×B 27 R-QN1 ...

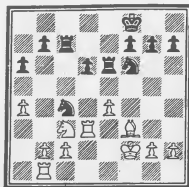
Otherwise 27... N-B5 would be unpleasant.

27 ... K-B1 29 K-B2 ...

28 K-N1 R-B2

29 R-K2 is inadequate; after 29... N-B5 30 N-Q1 P-Q4! 31 P×R×R 32 B×R N-Q7 33 R-R1 R×P the ending is clearly in Black's favour.

29 ... N-B5 30 R-Q3 ...



30 ... P-KN4

Many thought that Black would have had good winning chances after R-K4-QB4. Nevertheless, it would seem that after 30... R-K4 31 P-QN3! N-R6 32 R-N2! R(K4)-QB4 33 N-K2 R×P 34 R×R R×R 35 R×P White could save the game.

31 P-R3 P-KR4 32 N-Q5 N×N

This allows White to seize the fifth rank, after which Black's advanced K-side pawns will require defending. Polugayevsky could have kept a slight advantage by 32... R-B4.

33 R×N N-K4 35 R(N1)-Q1 K-K2

34 P-B3 P-R5 36 R(Q1)-Q4 P-B3

Now White obtains the better game on account of the poor position of the Black rook at K3. After 36... P-N3! Black would have had no difficulties, e.g. 37 R-N4 R-QB3 38 B-K2 P-R4 39 R-N3 K-Q1.

37 P-R5 ...

All Black's Q-side pawns (at QR3, QN2 and Q3) are fixed, and are targets for attack.

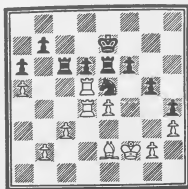
37 ...

R-B3

38 B-K2!

...

White ignores the possibility of 38 R-N4, which would have forced the retreat 38 ... R-B2. His primary concern is to ensure advance of his Q-side pawns.



38 ...

K-Q1?

Polugayevsky plays the ending weakly. Now the White pawns advance without hindrance, and it is unlikely that Black can save the game. By 38 ... N-N3 39 R-N4 R-B2 followed by 40 ... R-K4, Black could have hindered his opponent's plan, and consolidated his position.

39 P-B4

K-B2

41 P-N5

...

40 P-QN4

N-N3

The adjournment analysis of this position can not have brought Black any comfort.

41 ...

P×P

41 ... R-B4 42 P-N6+ K-B3 loses to 43 B-Q1.

42 P×P

R-B7

44 R-Q2

R×R

43 P-N6+

K-Q2

45 R×R

R-K4

After 45 ... R×P 46 B-N5+ K-B1 47 R-B2+ K-N1 48 P-R6 P×P 49 B×P R-K1 50 P-N7 N-K2 51 R-K2, Black loses a piece.

46 P-R6

K-B3

48 P-R7

R-R4

47 R-N2

N-B5

49 B-B4

...

There is no defence against 50 R-R2.  
Black resigned.

### Game 5. Nimzo-Indian Defence

*Polugayevsky-Karpov*

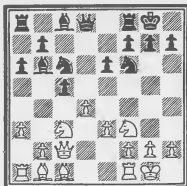
January 25th-26th

1 P-Q4	N-KB3	7 0-0	QP×P
2 P-QB4	P-K3	8 B×BP	N-B3
3 N-QB3	B-N5	9 P-QR3	B-R4
4 P-K3	0-0	10 B-R2	P-QR3
5 B-Q3	P-B4	11 B-N1	...
6 N-B3	P-Q4		

This move looks to be more dangerous for Black than 11 N-QR4 (cf. game 3).

11 ...                      B-N3                      12 Q-B2                      ...

After 12 N-QR4 P×P 13 N×B Q×N 14 P×P R-Q1 15 B-K3 Q×NP, or 15 K-R1 P-K4, Black has good counter-play.



12 ...                      P-N3

Now Black finds himself in a lost position. 12... P×P 13 P×P N×P 14 N×N Q×N 15 B-K3 Q-Q3 16 B-N5 R-Q1 led to more complex play, when White still has to demonstrate the strength of his attack. For

the moment, Karpov avoids taking such a committing course, a decision which he no doubt later regretted.

13 P×P B×P 15 B-N2 P-K4

14 P-QN4 B-K2

15... P-N3 loses immediately to 16 N-K4, with the double threat of 17 Q×N and 17 R-Q1.

16 R-Q1 Q-K1

After 16... Q-B2 17 B-R2 B-N5 18 N-Q5 N×N 19 B×N QR-B1 20 Q-K4 White sets up very strong pressure on the hostile position. Black prefers to give up an exchange, but to maintain good play for his pieces.

17 P-N5 P×P 19 Q-K2 B×B

18 N×NP B-KB4

A similar position results after 19... P-K5 20 N-R4 B-KN5 21 P-B3 P×P 22 P×P B-R4 23 N-B7 Q-B1 24 N×R Q-R6 25 N-N6. Black has no time for 19... Q-N1, as 20 B×B is threatened.

20 N-B7 Q-N1 21 N×R B-KB4

21... P-K5 22 QR×B P×N 23 Q×P Q×N fails to 24 B×N.

22 N-N6 P-K5 23 N-Q4 ...

After 23 N-K1 N-KN5 24 P-N3 (24 P-B4 B-B4) Black has a K-side attack.

23 ... N×N 24 B×N B-KN5

On 24... N-N5, 25 P-B4 is the simplest reply.

25 P-B3! ...

After 25 Q-N2 B×R 26 B×N B×B 27 Q×B Q-Q1! Black would be out of all his difficulties.

25 ... P×P 27 QR-B1 ...

26 P×P B-K3

The immediate 27 Q-QN2 was perhaps stronger.

27 ... R-Q1

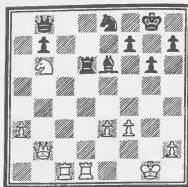
27... B×RP is, of course, bad because of 28 B×N.

28 Q-QN2 N-K1 30 B×B ...

29 B-K5 B-Q3

This is stronger than 30 R×B R×R 31 Q-N4 Q-Q1, when the Black queen penetrates on the K-side.

30 ... R×B



31 Q-N4? ...

There were many ways for White to win. Besides the strongest continuation 31 Q-N5 Q-Q1 32 R×R N×R 33 R-Q1 Q-B2 34 Q-K5, 31 R×R Q×R (31... N×R 32 Q-K5) 32 P-QR4! (White must keep his QR pawn) followed by Q-Q4 was also sufficient.

31 ... Q-Q1!

Now the Black queen breaks out into the open.

32 R×R	N×R	35 Q-KB4	Q-B3
33 R-Q1	Q-N4+	36 N-R4	...
34 K-B2	N-B4		

After 36 N-Q7 Q-N7+ 37 K-N1 B×N 38 R×B Q-R8+ 39 K-N2 Q-R7+ 40 K-R3 Q-K3, or 36 N-B4 B×N 37 Q×B Q-N7+ 38 Q-K2 Q×P Black has no serious problems.

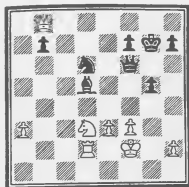
36 ...	B-N6	38 Q-N8+	...
37 R-Q2	P-KN4!		

After 38 Q-K4 B×N 39 Q×B Q-K4 Black's queen becomes more active, and he wins a pawn.

38 ...	K-N2	40 N-Q3	...
39 N-N2	B-Q4		

40 N-Q1 is weaker, on account of 40... N-R5.

40 ... N-Q3



Black's attack now seems irresistible, as the White queen is out of play. However, Polugayevsky, with his sealed move, finds the only possibility of protecting his KBP and obtaining activity for his pieces.

41 N-B4!      P×N      42 R×B      Q-N7+

The most exact reply, although 42...P×P+ 43 K×P Q-K3+ 44 K-Q4 would also have probably led to a draw.

43 K-B1      ...

Of course, not 43 K-N1, as White loses his rook after 43... Q-N8+ and 44... Q-R7+.

43 ...      P×P

Now 43... Q-N8+ is answered by 44 K-K2 Q-R7+ 45 R-Q2.

44 R-KN5+!      ...

Drawn.

in view of 44... K-R3 45 Q×N+ K×R 46 Q-K7+.

## Game 6. Sicilian Defence

*Karpov—Polugayevsky*

January 30th

1 P-K4	P-QB4	5 N-QB3	P-QR3
2 N-KB3	P-Q3	6 B-K2	P-K4
3 P-Q4	P×P	7 N-N3	B-K2
4 N×P	N-KB3	8 O-O	B-K3

9 P-B4	Q-B2	12 B-K3	P×P
10 P-QR4	QN-Q2	13 R×P	N-K4
11 K-R1	O-O	14 P-R5!	...

This seems to be a strong move, since White fixes the opponent's Q-side pawns, and at the same time prepares the mobilization of his queen's rook via QR4. The idea found by Polugayevsky in the fourth game (14... QR-Q1 threatening a subsequent P-Q4) becomes impossible. In the earlier games, Karpov played 14 N-Q4.

14 ... N(B3)-Q2

In the eighth game, Polugayevsky tried 14... KR-K1.

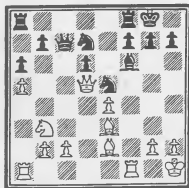
15 R-KB1 ...

White parries threat of 15... B-N4.

15 ... B-B3 16 N-Q5! ...

A fine idea. The exchange on Q5 is forced, and White gains a clear positional advantage. To obtain some compensation, Black has to grab some pawns, leaving White with a lasting initiative.

16 ... B×N 17 Q×B! ...



17 ... Q×BP

If Black avoids winning the pawns by 17... N-B3, then after 18 P-B3 KR-K1 19 QR-Q1 he has no compensation for White's positional advantage.

18 N-Q4	Q×NP	20 N-B5	Q-B7
19 QR-N1	Q-B6	21 QR-K1	...

21 KR-K1, leaving the queen's rook in its active position, was probably stronger.

21 ... N-B4

After 21... Q-B3 22 N×QP Q×Q 23 P×Q White has the better endgame, as Black's QNP is doomed. But Black could have mobilized his queen's rook by 21... QR-Q1, consolidating his position after 22 N×QP N-N1.

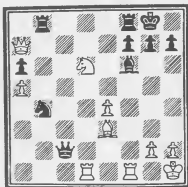
22 N×QP N(B4)-Q6 23 B×N N×B

The only move! After 23... Q×B 24 B-Q4 (threatening 25 R-Q1) Black's position becomes critical.

24 R-Q1 N-N5 25 Q×NP ...

Now the White queen moves away from the K-side, giving Black a breathing-space and a chance to save the game. After 25 Q-KB5 his task would have been more difficult, as his king would have been in danger.

25 ... QR-N1 26 Q-R7 ...



26 ... Q-B3?

Black fails to utilize a favourable opportunity for transferring his queen to the K-side: 26... Q-K7! (as suggested by B. Shatskes) 27 QR-K1 Q-R4 28 R-B5 Q-N5 would have given him a tenable position.

27 B-B4! ...

Black is again in a difficult position. In order to ensure that his bishop has a retreat square at K2 (in view of the threat of P-K5), he is forced to

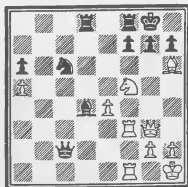


drive the White queen over to the K-side, which is naturally to White's advantage.

27 ...	R-R1	29 Q-N3	Q-B6
28 Q-B2	QR-Q1		

Black has no satisfactory defence. Karpov has succeeded in implementing his most effective strategy—that of domination. The material is even, but White's pieces occupy good positions and control the most important squares, whereas Black's pieces are merely convenient objects for attack. All that remains is for White to concentrate his forces for the decisive stroke against Black's king side.

30 R-B3	Q-B7	32 B-R6	N-B3
31 QR-KB1	B-Q5	33 N-B5	...



33 ... Q-N7

On 33 ... B-K4 Karpov had prepared this fine finish: 34 B×P! B×Q 35 R×B P-R4 36 B-B6+ K-R2 37 R-N7+ K-R1 38 R×P+ K-N1 39 N-R6 mate. But now, too, Black suffers decisive loss of material.

34 B-B1!	Q-N4	38 Q-B2	K-N1
35 N-R6+	K-R1	39 R×B	P×R
36 N×P+	R×N	40 Q×P	
37 R×R	B-B3		

Black resigned.

## Game 7. Nimzo-Indian Defence

*Polugayevsky-Karpov*

February 1st

1 P-Q4	N-KB3	6 N-B3	P-Q4
2 P-QB4	P-K3	7 0-0	QP×P
3 N-QB3	B-N5	8 B×BP	N-B3
4 P-K3	0-0	9 P-QR3	B-R4
5 B-Q3	P-B4	10 B-R2	B-N3!

An important improvement compared with 10... P-QR3 (cf. games 3 and 5). Black immediately puts pressure on the opponent's pawn centre.

11 P×P ...

Neither 11 N-QR4 P×P 12 N×B Q×N 13 P×P R-Q1, nor 11 P-Q5 P×P 12 N×P B-K3 was very promising.

11 ... B×P

11... Q×Q leads to an ending where White has a considerable advantage in development.

12 P-QN4 B-Q3

Black keeps the K2 square free for his queen, thus ensuring the rapid mobilization of his king's rook.

13 B-N2 Q-K2 15 KR-Q1 ...

14 Q-B2 B-Q2

15 QR-Q1! was better, as a K-side attack comes into White's plans, and a rook is needed on the KB-file.

15 ... N-K4 17 P-B4 N-N3

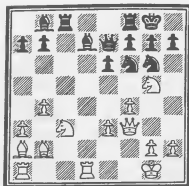
16 N-KN5 QR-B1

17... N-B5 loses to 18 B×N (but not 18 N-Q5 P×N 19 B×N Q×P+ 20 K-R1 P-KN3) 18... R×B 19 Q-Q3 R-B3 20 QN-K4.

18 Q-K2 ...

Black also defends successfully after 18 Q-Q3 B-N1 19 QN-K4 N×N 20 Q×N B-B3 21 Q-Q4 P-K4.

18 ... B-N1 19 Q-B3 ...



19 ... P-KR3!

Both now, and later on, the advance P-K4 would have lost. For example, 19...P-K4 20 P-B5! N-R5 21 Q-B2 N×BP 22 R×B Q×R 23 R-Q1.

20 N-R3 B-B3!

Here 20...P-K4 21 P-B5! N-R5 22 Q-B2 again loses a piece.

21 Q-N3	N-K5	23 N-B2	B-B7
22 N×N	B×N	24 R-Q2	KR-Q1!

It would have been dangerous to play 24...P-K4 25 N-Q3! (25...P×P 26 Q×N).

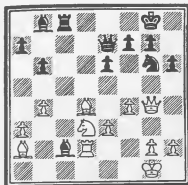
25 B-Q4 ...

25 R×R+ R×R 26 R-QB1 seems to be more cautious, since 26...R-Q7 fails to 27 B-B3 R-K7 28 B-B4.

25 ... P-N3

Karpov avoids complications, and perhaps wrongly, since at this point, with White's QR still out of play, he had the chance to make an active advance in the centre by 25...P-K4. For example, 26 B-B5 Q-B3 27 N-N4 Q-B4 28 R×R+ R×R 29 P×P P-KR4.

26 R-QB1	B-R5	28 N-Q3	B-B7
27 R×R	R×R	29 Q-N4	...



29 ...	B×N	31 R-Q1	Q-R5
30 R×B	R-B8+		

The attempt to invade White's position with 31... Q-B2 is parried by 32 B-N3.

32 Q-B3	R×R+	34 P-N3	Q-Q1
33 Q×R	P-K4	35 P×P	N×P

35... B×P would make no difference.

36 Q-R5	Q-B3	39 Q×B	Q-N6
37 B×N	B×B	40 P-N5	Q×RP
38 B×P+	Q×B	41 K-N2	

Drawn.

### Game 8. Sicilian Defence

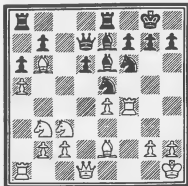
*Karpov-Polugayevsky*

February 3rd

1 P-K4	P-QB4	8 0-0	B-K3
2 N-KB3	P-Q3	9 P-B4	Q-B2
3 P-Q4	P×P	10 P-QR4	QN-Q2
4 N×P	N-KB3	11 K-R1	0-0
5 N-QB3	P-QR3	12 B-K3	P×P
6 B-K2	P-K4	13 R×P	N-K4
7 N-N3	B-K2	14 P-R5!	KR-K1

In the sixth game, Karpov seized the initiative after 14... N(B3)-Q2 15 R-KB1 B-B3 16 N-Q5. Polugayevsky tries to improve the variation, but now White has at his disposal Geller's manoeuvre.

15 B-N6 Q-Q2



16 R-QR4 QR-B1

Black fails to prevent the transference of the opponent's queen's rook onto the Q-file, after which he seems to be in a difficult position. The alternative was 16... N-B3, controlling the squares on White's fourth rank, and threatening P-Q4. After, for instance, 17 N-Q5 B×N 18 P×B N-K4, White would be forced to play 19 R(R4)-N4 B-Q1 20 P-B4 (20 B-N1 N-N3) 20... B×B 21 R×B, and although his position is preferable, Black has quite good counter-play (21... N(K4)-N5).

17 R-Q4 Q-B3 18 R-Q2 ...

Now White threatens N-Q4-B5 (18... N(B3)-Q2 loses the queen), after which his pieces would be ideally placed. Polugayevsky is forced to exchange his queen's bishop, which leads to a certain weakening of the white squares in his position.

18 ... B×N 19 P×B N(B3)-Q2

After 19... N-N3 20 R-B1 the KP is taboo, as 20... N×P loses to 21 N×N Q×N 22 B-B3.

20 B-N1 ...

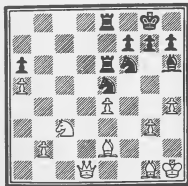
After this, Black decides to give up his queen and a pawn for two rooks. This would be sufficient compensation, were it not for White's

two strong bishops. By 20... Q-B2! 21 N-Q5 (if 21 P-QN4, then 21... B-N4) 21... Q×P 22 N×B+ R×N 23 R×QP Q-B2 Black obtained good play in the game Safarov-Vladimirov, 1975.

20 ...	B-N4	22 R×Q	R×R
21 R×QP	B×R	23 P-QN4	N-B3

Probably the losing move. Black should have united his rooks by 23... R(K1)-K3 (or 23... R(B3)-B1), keeping his important Q3 square under control, when he could still have put up a stubborn resistance. But now White creates a pawn weakness at QR3, after which the game cannot be saved.

24 P-N5	R(B3)-K3	26 P-KN3!	B-N4
25 P×P	P×P	27 P-R4	B-R3



28 B-N6 ...

The return of the bishop to this square decides. After 28 P-KN4 P-N4 29 B-K3 N-N3 30 P×P N×KP Black would have seized the initiative.

28 ... N(K4)-Q2

After 28... R-R1 the above-mentioned line now works: 29 P-KN4 P-N4 30 B-K3 N-N3 31 P×P N×KP 32 N×N R×N 33 B-B3. Black's last chance was 28... N(B3)-Q2. The retreat of Black's centralized knight allows White's king's bishop to become more active.

29 B-B4 R-K4

Or 29... R-B3 30 B×RP N×B 31 B-N5, and White wins.

30 Q-N3	R-N1	32 Q-B4	...
31 B×P+	K-R1		

The Black rooks are separated, and White's two extra pawns give him an easy win.

32 ... B-Q7

32...N×B 33 P×N R-K2 34 P-K5! N-Q2 (or 34...R×KP)  
35 P-N7 was equally hopeless.

33 B-B7 R-QB4

Or 33...R-QB1 34 Q×P.

34 Q×R ...

The simplest; the ending is easily won.

34 ...	N×Q	38 B-B7	P-N3
35 B×R	B×N	39 B-K6	N(K5)-B4
36 P×B	N(B3)×P	40 B×N	N×B
37 P-B4	N-Q2	41 B-Q6	...

Black will have to give up his knight for White's QBP.

Black resigned.

Final score—3:0 to Karpov.

# THE SEMI-FINAL MATCH: KARPOV-SPASSKY

## Game 1. Sicilian Defence

*Karpov-Spassky*

April 12th-13th

1 P-K4	P-QB4	6 B-K2	B-K2
2 N-KB3	P-Q3	7 0-0	0-0
3 P-Q4	P×P	8 P-B4	N-B3
4 N×P	N-KB3	9 B-K3	P-K4!?
5 N-QB3	P-K3		

Spassky is aiming for sharp play, and so he avoids quiet lines. After this game, Karpov did not allow this position to be repeated again until the ninth game, where Spassky played differently—9... B-Q2. What a pity! In this way the chess world never found out what new continuation Karpov had prepared in this variation.

10 N-N3	P-QR4	12 B-B3	B-K3
11 P-QR4	N-QN5		

Black seems to have successfully solved his opening problems. He already threatens to win a pawn by 13... P×P 14 B×P N×BP 15 Q×N Q-N3+.

13 K-R1	Q-B2	15 R-Q2	B-B5
14 R-B2	KR-Q1	16 N-N5	...

Seeing no way of strengthening his position, Karpov goes in for complications, hoping after exchanges to win the knight at QN5, which finds itself surrounded. White wins the piece, but at a high price. Spassky seizes the initiative by the classic method in the Sicilian—a break-through in the centre.

16 ...	B×N	17 P×B	P-R5
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Forcing the White knight onto the back rank.



18 N-B1 P-Q4! 19 BP×P ...

The only move. After 19 P-B3 QP×P White has no compensation for his broken position.

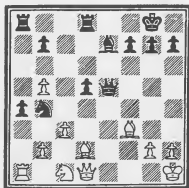
19 ... N×KP 20 P-B3 ...

This is now forced. After 20 R-K2 P-R6 it is Black who gains a material advantage.

20 ... N×R 21 B×N ...

Again forced. After 21 Q×N P-Q5! 22 B×QP N-B7! 23 Q×N R×B 24 B-K4 R(Q5)-Q1 25 B×RP+ K-R1 26 B-Q3 Q×KP Black would have a winning position.

21 ... Q×KP!



22 P×N ...

In this sharp position, White could have made his opponent's task most difficult by 22 P-KN3! (suggested by Tal) 22... P-Q5 23 P×N Q×QNP 24 Q-K2!

22 ... Q×NP 24 R-R3 ...  
23 N-Q3 Q-Q5

Passively played. 24 N-B5 was sharper, when after 24... P-R6 25 N×P, or 24... B×N 25 P×B, White's chances were probably better than in the actual game. Now Black wins the important QNP, without the exchange of his bishop.

24 ... Q-N3! 25 Q-K2 ...

Still in the same slightly passive manner. Here too White should have

risked 25 R×P, not fearing Black's eventual control over the QR-file:  
 25... Q×P (or 25... Q-Q5 26 B-K2) 26 R×R R×R 27 B-K2 B-B3  
 28 N-B5 Q-B3 29 N-N3.

25 ... R-K1

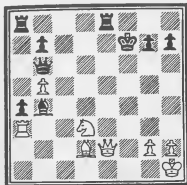
The badly placed rook at R3 suddenly finds itself threatened  
 (...B×P).

26 B×P

B×P

27 B×BP+

K×B



28 Q-B3+ ...

Now White can no longer save the game, since Black's two connected passed pawns must decide the issue. 28 Q-R5+ Q-N3 29 Q-B3+ Q-B3 30 B×B was more tenacious, although Black still has a clear advantage after 30... Q×Q 31 P×Q P-QN3.

28 ...

K-N1

32 Q-B2

P-QN4

29 B×B

Q×P

33 B-R5

R-Q2

30 P-R3

QR-Q1

34 N-B4

R-KB2

31 B-Q2

Q-Q4

The White knight, having no outposts, has inevitably come under a pin.

35 R-KB3

Q-B5

37 Q-N6

P-N6

36 B-Q2

P-N5

37...P-R6 would have won more quickly.

38 K-R2

Q-B7

38...R(K1)-KB1 would have been more exact, preventing White's next move.

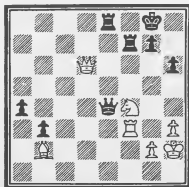
39 B-B3! Q-K5

The threat of 40 R-N3 has to be parried. After 39... R×N?  
40 Q-B7! it is White who unexpectedly wins.

40 Q-Q6 P-R3

40... Q-K2! would have been simpler, but certainly not 40... P-R6?  
41 Q×QRP R×N? 42 Q-R7, and again White wins.

41 B-N2 ...



41 ... Q-B7

In sealing this move, there were traps that Spassky had to avoid:  
41... R(K1)-KB1 42 R-N3!, when White escapes from the pin, or  
41... R-QB1 42 B×P!, with great complications.

42 Q-Q5 Q-KB4

Once again there was a trap—42... Q×B 43 N-N6.

43 Q-B6 Q-Q2 44 Q-KN6 R(K1)-K2

This move defends Black's position securely, and puts an end to White's hopes.

45 Q-R6 Q-N2! 46 Q×QRP R-K5

Now White loses a piece.

47 Q×P R-N5

Spassky prefers to leave White with the weaker piece—the knight.

48 Q-K6 R×B 51 Q-K3 R-Q3

49 R-KN3 R-N3 52 Q-B5 Q-B2

50 Q-K8+ K-R2 53 Q-N4 Q-Q2

54 N-R5	R-KN3	55 R×R	K×R
After the exchange of rooks the rest is a matter of technique.			
56 N-N3	Q-Q6	60 Q-K7	R-KN5
57 P-R4	K-R2	61 Q-K5	R-KR5+
58 P-R5	R-Q2	62 K-N1	Q-Q8+
59 Q-B5	R-Q5	63 K-B2	Q-Q5+
White resigned.			

## Game 2. Caro-Kann Defence

*Spassky-Karpov*

April 15th

1 P-K4	P-QB3	5 N-N3	B-N3
2 P-Q4	P-Q4	6 N-B3	N-Q2
3 N-QB3	P×P	7 B-Q3	...
4 N×P	B-B4		

7P-KR4 is more energetic, as Spassky played (on move 6) in the fourth and eighth games.

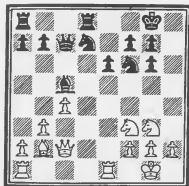
7 ...	P-K3	10 P-N3	O-O
8 O-O	KN-B3	11 B-N2	P-B4
9 P-B4	B-Q3		

Black chooses an opportune moment to exchange White's central pawn, and obtains the open Q-file for subsequent play.

12 B×B	RP×B	14 P×P	B×P
13 R-K1	Q-B2		

After 14... N×P 15 P-N4 (followed by P-B5), White gains time for the advance of his Q-side pawns.

15 Q-B2	KR-Q1
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16 N-K4 ...

The exchange of Black's knight at KB3 assists the development of White's K-side initiative. 16 P-QR3 P-QR4 17 Q-B3 leads to nothing after 17... Q-N3, or simply 17... B-B1.

16 ... N×N 17 Q×N ...

Here Spassky proposed a draw, a decision which can only be called perplexing. In view of the threat of 18 N-N5, Black has only one move, 17... B-K2. While Black could then simplify matters by B-B3, but White would still have the freer position, and better endgame prospects due to his Q-side pawn majority.

Drawn.

### Game 3. King's Indian Defence

*Karpov-Spassky*

April 17th-18th

1 P-Q4	N-KB3	5 N-B3	0-0
2 P-QB4	P-KN3	6 B-K2	P-B4
3 N-QB3	B-N2	7 0-0	B-N5
4 P-K4	P-Q3		

This bishop's sally seems premature here, and White should now gain an advantage.

8 P-Q5 ...

The waiting move 8 B-K3 looks quite good.

8 ...	QN-Q2	10 P-QR4	Q-B2
9 B-N5	P-QR3	11 Q-Q2	...

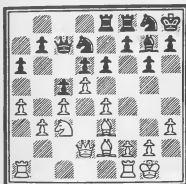
11 N-Q2 merits attention, but Karpov prefers to gain the advantage of the two bishops.

11 ...	QR-K1	12 P-R3	...
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This loss of a tempo shows that White has not managed to find an optimal plan of mobilization.

12 ...	B×N	15 B-K3	N-KN1
13 B×B	P-K3	16 B-K2	...
14 P-QN3	K-R1		

Now Black could have equalized easily. 16 QR-B1 was necessary, first protecting the knight.



16 ... P-K4?

The correct continuation was 16...Q-R4! 17 QR-B1 P×P! 18 KP×P P-B4!, when White has only one saving move—19 B-Q3 (19 P-B4 is bad because of 19...R×B, while 19 P-N3 P-KN4 20 B×NP fails to 20...B×N) 19...P-B5 20 N-N1 Q×Q 21 B×Q, but after 21...N-K4 Black has at least an equal game. This line was suggested by a listener at one of my lectures; unfortunately, I don't know his name. The above line confirms our conclusion that White has not played the opening too well.

After the move played, the position becomes blocked. Any attempt to

open it up will always be dangerous for Black because he has no white-squared bishop, and White exploits this with great skill.

17 P-KN4! ...

Subtly played. Black's P-B4 is not now a danger to White, if only because of the simple reply P-B3. To be fair, it should be mentioned that the manoeuvre P-KN4 followed by P-B3 was first played by Reshevsky.

17 ...                      Q-Q1                      18 K-N2                      Q-R5

Playing "for tactics", Spassky disregards the possibility of a Q-side attack by White. Now 19 B-N5 is not dangerous for Black because of 19 ... B-R3; nevertheless 18 ... P-QR4 was safer (19 N-N5 N-N1).

19 P-B3                      B-R3

19 ... P-B4 would have been better (after 20 B-N5 B-R3 21 B×Q B×Q Black is out of danger), although White can retain some advantage by 20 P-R5. Now, however, White takes play into an ending, and makes a break-through on the Q-side which gives him a clear advantage. Black's tactical tricks on the K-side have got him nowhere.

20 P-N5!                      B-N2                      22 B-K3                      ...

21 B-B2                      Q-B5

To be on the safe side, White repeats the position in order to have less moves to make in time-trouble.

22 ...                      Q-R5                      23 Q-K1!                      ...

Karpov finds the correct plan.

23 ...                      Q×Q

23 ... Q-R4? loses to 24 P-B4.

24 KR×Q                      P-R3                      25 P-R4                      P×P

Black could have delayed this exchange, by continuing 25 ... P-B3 for the moment.

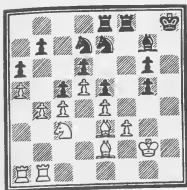
26 P×P                      N-K2

Black not only defends against the deadly threat of 27 R-R1+, but also hopes, if White should allow him, to play 27 ... P-R4 (28 N-N5 N-B1). A drowning man will clutch even at a straw!

27 P-R5!                      P-B3                      29 P-N4!                      ...

28 KR-QN1                      P×P

Karpov breaks through on the Q-side with the utmost energy.



29 ... N-B4

Spassky goes on playing for tactical complications, but here he no longer has any choice. 29...P-N5 30 NP×P (30 BP×P P-KN4! followed by N-KN3) 30...N×BP 31 B×NP×B 32 R×P P-N4 33 R-N6 holds no promise for Black.

30 B×NP! ...

30 P×N P-K5! would have allowed Black to confuse matters. Karpov naturally prefers to maintain his great positional advantage, which guarantees him a win without any complications.

30 ... N-Q5

Black also loses after 30...B-R3 31 P×N B×B 32 N-K4.

31 P×P N×P(B4) 32 R-N6! ...

This leads to decisive material gains.

32 ... B-B3 33 R-R1+! ...

After 33 R×QP Black can still hold on by 33...K-N2 (but not 33...B×B? 34 R×NP B-R5 35 R-R1 R-B5 36 R-R6+ when he can resign).

33 ... K-N2

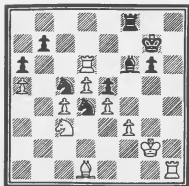
If 33...K-N1, 34 R×QP wins.

34 B-R6+ K-N1 36 R×QP K-N2

35 B×R R×B 37 B-Q1 ...

In spite of his material advantage White must play carefully, since his opponent, with his control of the black squares, can still resist.





37 ... B-K2 39 R(N6)-N1 R-B2

38 R-N6 B-Q1

39... B×P would have been met by 40 N-R4.

40 N-R4 N-Q6 42 N-B8! ...

41 N-N6 P-N4

The knight is heading for KB5. Any further exchanges are to White's advantage.

42 ... N-QB4

Or 42... P-N5 43 N-Q6 P×P+ 44 K-B1.

43 N-Q6 R-Q2 45 P×N P-K5

44 N-B5+ N×N

There is no good advice that one can give Black. Besides his material advantage, White has two passed pawns.

46 P×P N×P 47 B-R4 R-K2

Preventing 48 B-K8. On 47... R-QB2, 48 R-N6! would follow.

48 R(N1)-K1 N-B4

If 48... B×P, then 49 B-B2 (or 49 P-Q6 followed by B-B2).

49 R×R+ B×R 51 R-QR1 K-B3

50 B-B2 B-Q1 52 P-Q6 N-Q2

Or 52... K-K4 53 R-Q1.

53 R-QN1 K-K4 55 R-K1 ...

54 R-Q1 K-B5

Black resigned.

## Game 4. Caro-Kann Defence

*Spassky-Karpov*

April 19th

1 P-K4	P-QB3	4 N×P	B-B4
2 P-Q4	P-Q4	5 N-N3	B-N3
3 N-QB3	P×P	6 P-KR4	...

This is a more enterprising continuation than 6 N-B3 N-Q2 7 B-Q3, as was played in the second game and repeated in the sixth.

6 ...	P-KR3	9 B-Q3	B×B
7 N-B3	N-Q2	10 Q×B	P-K3
8 P-R5	B-R2	11 P-N3	...

11 B-Q2 or 11 B-B4 would have been better. Now Black has no difficulties at all.

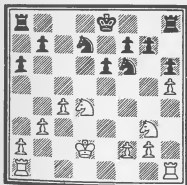
11 ...	KN-B3	13 B-B3	...
12 B-N2	Q-R4+		

This leads to further simplification. 13 Q-Q2 would have resulted in more complex play.

13 ...	B-N5	16 K×Q	P-B4
14 B×B	Q×B+	17 P-B4	P×P
15 Q-Q2	Q×Q+		

This exchange is premature. 17... R-QB1 suggests itself, so that after 18 P×P R×P the rook attains the fourth rank without delay. Besides, the White knight is better placed at Q4 than at KB3.

18 N×P	P-R3
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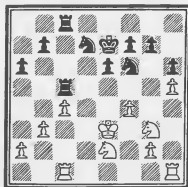
19 K-K3 ...

Routine play. White should have freed his knight from the defence of his KRP by 19 P-B3 R-QB1 20 N(N3)-K2 followed by 21 P-KN4.

19 ...	R-QB1	21 P-B3	R-B4
20 QR-QB1	K-K2	22 N(Q4)-K2	...

White finds himself in difficulties on account of the necessity for defending his KRP with pieces. In anticipation of the inevitable doubling of Black's rooks followed by P-QN4, Spassky overprotects his rook at QB1.

22 ...	KR-QB1	23 P-B4	...
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23 ... P-QN4

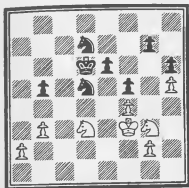
This hasty move leads to an equal ending. After the exchange of all the rooks, Black can no longer win a pawn (the passive rook at KR1 is exchanged for the active Black rook at QB1). It was essential to preserve one pair of rooks by 23 ... R(B4)-B2 followed by ... P-QN4, when Black has hopes of making something of his initiative.

24 P×P	P×P	27 K-B3	R×R
25 R×R	R×R	28 N×R	P-B4
26 R-QB1	N-Q4+		

Black limits the mobility of the White king and the knight at N3, and also cuts off White's KRP from his KNP. However, this is not sufficient for a real advantage.

29 N-Q3 K-Q3

After 29... P-N5 30 N-KB1 N(Q2)-B3 31 N-K3 K-Q3 32 P-N3, by exchanging his KRP for Black's QNP, White again obtains an equal ending.



30 P-R4! ...

The simplest way to a draw. By diverting the Black king to the Q-side, White achieves essential simplification on the K-side.

30 ...	P×P	33 N-B7	K-N5
31 P×P	N(Q2)-B3	34 N-Q8	N-B2
32 N-K5	K-B4	35 N-K2	...

The QRP is no weaker than Black's KP.

35 ...	N×P	37 N(Q8)×P	N-K2
36 N-Q4	N-Q4	38 N×BP!	...

Clears the board completely.

38 ...	N×N	40 K-B2	N×P
39 P-N4	N-R5+		

Or 40... N-B3 41 N×P N×P+ 42 K-N3.

41 N×N	K×P	42 N-K6	N-N3
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Drawn.

## Game 5. Nimzo-Indian Defence

*Karpov-Spassky*

April 22nd

1 P-Q4	N-KB3	7 0-0	N-B3
2 P-QB4	P-K3	8 P-QR3	B×N
3 N-QB3	B-N5	9 P×B	QP×P
4 N-B3	P-B4	10 B×BP	Q-B2
5 P-K3	P-Q4	11 B-Q3	...
6 B-Q3	0-0		

It has long been known that this continuation gives White no advantage. 11 B-K2 leads to more interesting play.

11 ...	P-K4	14 P×N	Q×P
12 Q-B2	R-K1	15 P-B3	B-K3
13 N×P	N×N	16 P-K4	QR-Q1

This move emphasizes that the further advance of the White pawns presents no danger to Black's well-developed forces. For example, 17 P-KB4 Q-B2 18 P-K5 (18 P-B4 Q-Q3) 18... P-B5 19 B-K2 Q-B4+ 20 K-R1 N-N5. Black carried out an alternative plan in the game Botvinnik-Euwe (Amsterdam Olympiad, 1954). His rook was still at KB1, as he had played 12... Q-K2 instead of 12... R-K1. Nevertheless, the immediate 16... P-B5 17 B-K2 Q-B4+ 18 K-R1 N-Q2 also gave him equal chances.

17 B-K2	P-QN3	18 P-QR4	...
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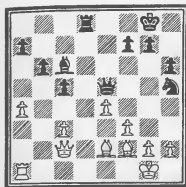
White gains no advantage by 18 B-K3 N-Q4, or 18 P-QB4 Q-Q5+ 19 K-R1 Q×R 20 B-N2 Q×R+ 21 B×Q N-Q2.

18 ...	B-Q2	19 R-Q1	...
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Karpov takes advantage of the first opportunity to exchange a pair of rooks, somewhat reducing the pressure of the opposing pieces.

19 ...	B-B3	21 B-K3	P-KR3!
20 R×R	R×R		

The tempting 21... N-Q4? loses to 22 Q-Q2! Q×BP 23 R-Q1.  
22 B-B2 N-R4



23 P-N3? ...

This unexpectedly allows Black to gain a positional advantage on the K-side, as the KBP is weakened, and consequently the KP too. 23 B-B1 would have been more circumspect, with a roughly equal game.

23 ... P-KN4!

Threatening a subsequent P-N5, breaking up White's pawns and starting a dangerous attack. Now Karpov has to defend with extreme care.

24 B-N5 ...

The alternative was 24 R-Q1, when again Black has the advantage.

24 ... B-N2!

Maintaining the pressure along the long diagonal.

25 R-Q1? ...

25 R-K1 N-B3 26 P-KR3! was safer, with approximate equality, since 26 ... P-KR4 might merely lead to the exposing of Black's king.

25 ... R×R+ 26 Q×R N-B3!

Of course, Black cannot allow the intrusion of the White queen at Q7, which is what would follow after 26 ... Q×BP or 26 ... P-N5.

27 P-N4 ...

To defend against the undermining P-N5, White has to give up his QBP.

27 ... Q×BP

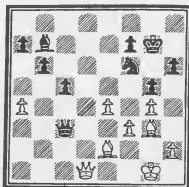
Black, of course, is not satisfied by 27 ... N×KP 28 Q-K2, or 27 ... N×NP 28 B-N3 Q×BP 29 P×N Q-K6+ 30 K-B1.

28 B-N3 ...

As was shown by Tal, the active continuation 28 Q-Q8+ K-N2 29 Q-B7 Q×P 30 Q×B N×NP 31 B-N3 N-K6 leads to a win for Black.

28 ... K-N2 29 B-K2 ...

Most probably, White has more chances of saving the game in an ending. Therefore, he should have offered the exchange of queens by 29 Q-Q3.



29 ... B-B3?

Instead of this move, Black could have played the decisive 29... P-KR4!, when he is a clear pawn up, and in no particular danger at all. Tal gives the following interesting variations: 30 Q-Q6 P×P 31 B-K5 Q-K8+ 32 B-B1 Q-K6+ 33 K-R1 Q×BP+ 34 B-N2 Q-B7 35 Q×N+ Q×Q 36 B×Q+ K×B 37 P-K5+K×P 38 B×B P-B5; 30 P-R3 N×KP; 30 B-K1 Q-N7 31 P-R3 P×P 32 RP×P B-B3, and in all cases, Black should win.

Now, on the other hand, White makes use of the breathing space to create counter-threats, which Black can parry only by going into an ending, and at the cost of a weakening of his pawn structure. But there Black's material advantage will be unimportant, in view of White's two bishops.

30 Q-Q6! ...

With the terrible threat of 31 B-K5.

30 ...	Q-Q5+	32 P-R5	...
31 Q×Q	P×Q		
White breaks up the Black pawns, which assures him an easy draw.			
32 ...	P×P	37 K-B2	K-N3
33 B-K5	K-N3	38 B-Q3	N-N2
34 B×P	N-K1	39 B-N6	P-R5
35 P×P	P-R4	40 B-B5	N-K3
36 P×P+	K×P	41 B-Q6	K-R4

Drawn.

## Game 6. Caro-Kann Defence

*Spassky-Karpov*

April 24th-25th

1 P-K4	P-QB3	5 N-N3	B-N3
2 P-Q4	P-Q4	6 N-B3	N-Q2
3 N-QB3	P×P	7 B-Q3	...
4 N×P	B-B4		

Spassky reverts to the system which he played in the second game.

7 ...	P-K3	10 P-N3	O-O
8 O-O	KN-B3	11 B-N2	Q-B2
9 P-B4	B-Q3		

Black avoids 11... P-B4, which gave White a slight advantage in the above-mentioned game. However, after 11... Q-B2 White's position is again preferable.

12 B×B	RP×B	14 N-K4	...
13 Q-K2	KR-K1		

The plausible 14 N-K5 leads to an equal game after 14... P-B4 15 N×N N×N 16 QR-Q1 QR-Q1. Spassky prefers to keep his good knight, and to exchange his knight at N3 which is less well placed.

14 ...	N×N	15 Q×N	B-K2
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Black carefully keeps his KN4 square under control. However, 15... P-K4 was perhaps better, so as to simplify the position after 16 P-B5 B-K2! (not 16... B-B1 17 Q-R4 B-K2 18 Q-N3) 17 N×P N×N 18 P×N B×P.

16 QR-Q1	QR-Q1	17 KR-K1	Q-R4
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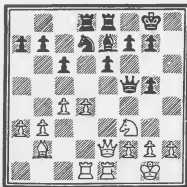
This interesting transference of the Black queen to the K-side seems to give equal chances. If, on the other hand, 17... B-B3, then 18 B-B1 (preventing 18... P-QB4 which would lead to the exchange of bishops) 18... P-K4 19 B-N2, and White's position is preferable.

18 P-QR3

Q-KB4

19 Q-K2

P-KN4!



20 P-R3 ...

20 P-Q5 P×P 21 N-Q4 Q-K5 allows Black to eliminate the opponent's pressure down the K-file, and leads to an equal game.

20 ...

P-N5

22 P-Q5

BP×P

21 P×P

Q×P

23 P×P

P-K4!!

This bold move enables Black to hold the position. White, on the other hand, overestimates his chances in the ending, and subsequently finds himself in a difficult position.

24 P-Q6 ...

Spassky continues to play for a win, although the position is by now level. It would have been more sensible to simplify the position by 24 Q-N5 B-B4 25 N×P N×N 26 B×N B×P+ 27 K×B R×B 28 R×R Q-B5+ 29 K-N1 Q×R, with approximate equality. At the same time, the over-direct striving for a draw (24 N×P Q×Q 25 R×Q B-Q3 26 R(Q1)-K1 N×N 27 B×N B×P) would have led to a slight advantage for Black.

24 ...

B-B3

25 N-Q2

...

In the endgame, White will have nothing but trouble on account of

his weak QP, and he faces a difficult defence. For this reason, the following line suggests itself: 25 Q-N5 P-K5 26 N-R2 Q-K3 27 BxB NxB 28 QxP R-Q2 29 Q-B6 R(K1)-Q1, with a probable draw.

25 ... QxQ 26 RxQ R-QB1

An important move. Black temporarily seizes the QB-file, vacating the Q1 square for his bishop.

27 N-K4 B-Q1 28 P-KN4 ...

White is obliged, if not now then later, to secure the position of his centralized knight by preventing the advance of Black's KBP.

28 ... P-B3

Now Black's king quickly reaches the centre.

29 K-N2 K-B2 31 R(K2)-B2 ...

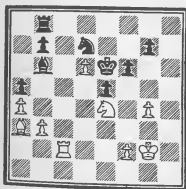
30 R-QB1 B-N3

White seizes the QB-file, but this is important only for defence. The White rook can undertake nothing active on this file, as all the important squares are controlled by Black's pieces. Step by step, Karpov creates a composition on his favourite theme of "domination".

31 ... RxR 33 P-R4 P-R4

32 RxR K-K3 34 B-R3 R-QN1!

White can maintain the appearance of equality only as long as the hostile rook has no possibility of breaking out. The move in the game prepares such a possibility (... P-QN4).



35 R-B4

B-Q5

36 P-B4

...

Spassky utilizes the first convenient opportunity to change the situation somewhat. Otherwise (after, say, 36 R-B7) 36... P-QN4 follows, and White's position becomes critical.

36 ... P-KN3 37 N-N3 P×P

In view of the threat of 38 P-B5+, Black is forced to exchange his bishop for the knight. Now White's pieces gain some freedom, and this improves his drawing chances, but meanwhile, Black occupies the QB-file with his rook.

38 R×B P×N 40 R-Q3 P-KN4  
39 K×P R-QB1

Thus, White now has three weak pawns—at QN3, Q6, and KN4.

41 B-N2 P-N3 42 B-Q4 ...

42 R-QB3 deserved consideration, as 42... R×R 43 B×R N-B4 (43... K×P 44 P-N4) 44 K-B3 N×NP 45 P-Q7 K×P 46 B×BP would probably lead to a draw. But White prefers to allow the Black rook to immediately occupy his back rank.

42 ... R-B3

Karpov does not make the intrusion with his rook, since he is playing for a rook ending, for which he needs his rook on his own back rank.

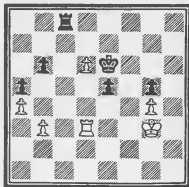
43 B-B3 R-B4

If 43... R×P (43... N-B4 44 R-K3+) 44 R×R+ K×R, then 45 P-N4 with a draw.

44 K-N2 R-B1 45 K-N3 N-K4

This transition into a rook ending is a natural attempt by Black to win the game.

46 B×N P×B



47 P-N4? ...

An error in White's adjournment analysis: Black gains the chance to activate his passed pawn and centralize his king with gain of tempo. The preliminary 47 K-B3! would have led to a draw, when both Black's passed pawn and his king remain in their places (47 ... R-Q1 48 P-N4! R×P 49 R-N3 R-QB3 50 P×P P×P 51 R-N5 R-B6+ 52 K-K2 R-B5 53 R×RP R×NP with a draw).

47 ... P-K5!!

If 47 ... P×P, then 48 P-Q7 R-Q1 49 R-N3 R×P 50 R×P with a probable draw.

48 R-Q4 ...

White also loses after 48 R-N3 K×P 49 P×P P×P 50 K-B2 K-Q4 51 K-K3 R-B4 52 R-R3 K-K4 53 R-N3 R-Q4 54 R-B3 R-Q6+.

48 ... K-K4 50 R-QN1 ...

49 R-Q1 P×P

Or 50 K-B2 R-Q1 51 P-Q7 P-N6, and Black wins.

50 ... R-B6+ 53 R×P R-Q3

51 K-B2 R-Q6 54 K-K3 R-Q6+

52 P-Q7 R×P 55 K-K2 R-QR6

If now 56 R×NP, then 56 ... R×P, and there is no defence against 57 ... K-B5.

White resigned.

A subtly-played game by Karpov. As for Spassky, he clearly underestimated his young opponent.

## Game 7. Dutch Defence

*Karpov-Spassky*

April 26th

1 P-Q4	P-Q4	3 N-QB3	P-QB3
2 P-QB4	P-K3	4 P-K3	...

Theory considers that after 4 P-K4 P×KP 5 N×P B-N5+ 6 B-Q2 Q×P 7 B×B Q×N+ White has more than sufficient compensation for the sacrificed pawn. Since this sharp line has never occurred in Karpov's games, he quite naturally avoids it.

4 ...	P-KB4	5 P-B4	...
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5 P-KN4 was worth trying, when both 5... P×NP 6 Q×P, and 5... N-B3 6 NP×P lead to an interesting game. Karpov prefers to eliminate all dangers, but it is perhaps this very move which leaves Black with no opening difficulties.

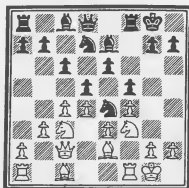
5 ...	N-B3	7 B-K2	0-0
6 N-B3	B-K2	8 0-0	N-K5

Somewhat premature, although Black does not yet seriously spoil his position. It would have been logical to carry out the manoeuvre B-Q2-K1 straight away, completing it with B-R4 at the appropriate moment.

9 Q-B2            N-Q2

Now 9... B-Q2 does not work so smoothly, on account of 10 N×N BP×N 11 N-K5 B-K1 12 B-N4, when White has the advantage.

10 P-QN3            ...



10 ...            N×N

Black exchanges his centralized knight for White's QN, which would be difficult to transfer to K5. This is a typical mistake in the Dutch Defence. The normal continuation would have been 10... R-B3 (when 8... N-K5 would be partially rehabilitated), in order to meet 11 P-QR4 with 11... P-QN3 (after 12 P×P KP×P Black's QBP would be defended).

11 Q×N            N-B3

Here again 11... R-B3 deserved consideration, after which ...P-QN3 is possible.

12 N-K5                      B-Q2                      13 P-QR4                      N-K5?

Black should definitely have avoided this move. Preferable was 13...B-K1 followed by 14...N-Q2 or 14...B-R4. The difference between the positions of the two centralized knights is that, if both sides exchange their respective bishops for these knights, then White's QB penetrates to Q6, whereas Black's QB cannot do the same. This circumstance is of decisive importance here. This is why the Black knight should not have occupied the central post at K5.

14 Q-Q3                      B-B3

Spassky is afraid that after 15 B-R3, followed by the exchange of the black-squared bishops, the White knight at K5 will be impregnable. Therefore he prepares the exchange of his bishop for the knight, but the reader already knows that this is dangerous.

15 B-R3                      R-K1                      16 B-R5!                      ...

It is useful to provoke ...P-KN3, which weakens two more black squares—KB3 and KR3.

16 ...                      P-KN3                      17 B-B3                      B×N

This leads to a lost position. It was still possible to play for complications by 17...P-QN4 (as suggested by A. Cherepkov).

18 QP×B!                      P-KR4                      19 B×N!                      BP×B

After 19...QP×B White seizes the Q-file and wins easily.

20 Q-Q2                      K-B2!

On finding himself in a lost position, Spassky demonstrates his skill, and makes it as difficult as possible for White to achieve his goal. This apparently strange move has the aim of vacating his back rank, so as to transfer a rook to KR2 for possible action both along the KR-file and along the second rank.

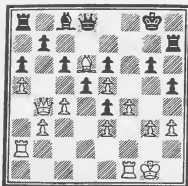
21 P-R5                      R-R1                      24 R-R2                      K-N1

22 B-Q6                      R-R2                      25 P-R3                      P-R3

23 Q-N4                      B-B1

Black avoids P-R5, since at the appropriate moment White would be able to open the KN-file (after P-KN3), gaining a decisive K-side attack.

26 P-N3                      ...



26 ...

B-Q2!

By sacrificing his QNP, Black gains the opportunity to unite his rooks. White, on the other hand, has of course no reason for not taking the pawn.

27 Q×P

B-K1

30 Q-B3

QR-KB2

28 Q-N4

QR-R2

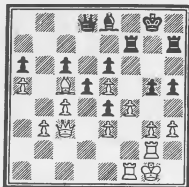
31 B-B5

P-N4

29 R-KN2

QR-QN2

Spassky realizes that his last chance lies in creating some tactical complications. After all, the game will be adjourned within a few moves and resistance after the adjournment analysis will be a hopeless matter.



32 B-N6?

...

White mistakenly forces the Black queen to occupy a more favourable position. Correct was 32 P×QP! BP×P (32... KP×P 33 P-B5) 33 B-N6 Q-Q2 34 R-B1, and White breaks through along the QB-file.

32 ... Q-Q2!

Now after 33 P×QP KP×P Black's KB4 square is twice defended, and White's task becomes more complicated.

33 P×QP KP×P 34 P-KN4 ...

A forced but committing decision. While White obtains the possibility of a further pawn advance, Black can utilize the open KR-file.

34 ... RP×P 35 RP×P P×P

Now Black will have two passed pawns in the centre. In addition, White's third rank is cleared for possible operations by the Black rooks.

36 P×P R-R5 38 P-K6 Q-Q3

37 P-B5 R(B2)-R2 39 Q-N3 ...

He had to parry the threat of 39... R-R8+ 40 K-B2 Q-B5+.

39 ... R-R8+ 41 Q-K3 ...

40 K-B2 Q-N5

The sealed move. A possible continuation now would be 41... R(R8)-R6 42 R-N3 R-R7+ 43 R-N2 with a draw. After 42 Q-N5+ R-N2 43 Q-Q8 P-B4 White could be in danger.

Drawn.

## Game 8. Caro-Kann Defence

*Spassky-Karpov*

May 1st

1 P-K4 P-QB3 4 N×P B-B4

2 P-Q4 P-Q4 5 N-N3 B-N3

3 N-QB3 P×P 6 P-KR4 ...

Spassky reverts to the line which he played in the fourth game.

6 ... P-KR3 9 B-Q3 B×B

7 P-R5 B-R2 10 Q×B KN-B3

8 N-B3 N-Q2 11 B-Q2! ...

At last Spassky makes this well-known move, after which Black has opening difficulties to contend with.

11 ... Q-B2 12 P-B4 ...



The immediate 12 0-0-0 deserves consideration.

12 ... P-K3 13 Q-K2 B-Q3!

Boldly played. Black ignores the threat to his KNP, and continues the mobilization of his forces.

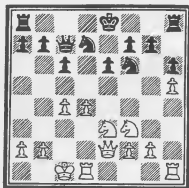
14 N-B5 B-B5 15 B×B ...

The exchange of black-squared bishops also comes into White's plan, since a characteristic position for this variation is reached, with the difference that Black's Q3 square is weakened. After 15 N×P+ K-B1 White still has to demonstrate that his attack is worth the sacrificed material.

15 ... Q×B 16 N-K3 Q-B2?

It was hardly expedient to waste time with another queen move. On the other hand, 16... 0-0-0 would have been dangerous on account of 17 P-B5, with the threat N-B4-Q6+(17... P-K4? 18 R-R4). Therefore the correct solution was most probably the undermining move 16... P-B4!, and if 17 N-Q5 N×N 18 P×N then 18... 0-0 19 P×KP KR-K1!, and if 17 P-Q5, then immediately 17... 0-0 (or 17... 0-0-0).

17 0-0-0 ...



17 ... P-QN4

Here Black has to make a choice: where is he going to put his king? If he castles short, then he will inevitably have to face a K-side attack. But White answers Q-side castling by P-B5, with the threat of moving his

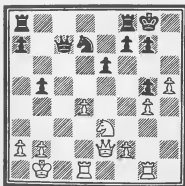
knight from K3 to Q6. Karpov makes what is a standard move in this line, P-QN4, in order to take control of his Q4 square. Normally, however, this is played only when Black has castled long, and can hide his king at QR1. As a result, Black will be forced to castle short, with the afore-mentioned consequences, and there will be no time to defend his QNP.

It already seems too late for 17...P-B4, on account of 18 N-Q5 N×N 19 P×N BP×P+ 20 K-N1 P-K4 21 N×QP 0-0 22 N-B5, with a clear advantage to White.

18 P×P!                      P×P+                      20 P-KN4!                      ...  
19 K-N1                      0-0

20 Q×P seems dubious, since after 20...N-K5 Black has attacking chances.

20 ...                      N-K5                      22 N×N                      P×N  
21 KR-N1                      N-N4



23 P-Q5?!                      ...

At first sight this appears highly tempting. White threatens to break up Black's pawn structure, open a central file for his rook, etc. But now Karpov finds some surprising defensive resources. It was here that White should have captured the QNP. The difference compared with the position before the twentieth move is that Black's king's knight is now exchanged, and it is difficult for him to organize and attack. White therefore runs no risk, e.g. 23...QR-N1 24 Q-K2 R-N5 25 R-Q2

KR-N1 26 R-QB1 Q-KB5 27 P-Q5! N-N3 28 P-Q6. But then he was Spassky to expect that his opponent would be able to defend his broken position?

23 ... P-R3!

Played with remarkable coolness. First of all Black defends his pawn.

24 P-R6 NP×P 25 R-R1 N-B3

Here the knight is excellently placed.

26 R×P ...

White achieves nothing by 26 P-Q6 Q-B3.

26 ... K-N2

Gaining an important tempo for the defence.

27 KR-R1 ...

After 27 QR-R1 Black could play 27... R-R1, forcing exchanges.

27 ... QR-Q1 29 N-B2 Q-KB5

28 P×P P×P

The worst is now over for Black. He merely has to make few further exact moves for the draw to be inevitable.

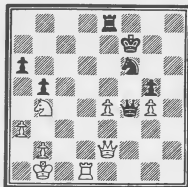
30 P-B3 ...

Both 30 Q×KP R×R+ 31 R×R Q×NP 32 R-Q7+ K-N3, and 30 R×R R×R 31 Q×KP Q-K5 lead to equality.

30 ... K-B2 33 P×P R×R+

31 P-R3 P-K4 34 R×R R-K1!

32 N-N4 P-K5



35 N×P	Q×P+	37 N-B7	P-N5
36 Q×Q	R×Q	38 P×P	...
38 P-R4 P-N6 would lead to complications.			
38 ...	R×QNP	39 R-KB1	R-KB5
Drawn.			

## Game 9. The Sicilian Defence

*Karpov-Spassky*

May 3rd

1 P-K4	P-QB4	6 B-K2	B-K2
2 N-KB3	P-K3	7 0-0	0-0
3 P-Q4	P×P	8 P-B4	N-B3
4 N×P	N-KB3	9 B-K3	B-Q2
5 N-QB3	P-Q3		

At last, after a long interval, Karpov once again adopts the variation with which he was unsuccessful in the first game. But Spassky, for some unknown reason, avoids 9...P-K4. He evidently considers that 9...B-Q2 also gives Black good play.

10 N-N3	P-QR4	12 B-B3	B-B3
11 P-QR4	N-QN5	13 N-Q4	...

This is the important difference in comparison with the first game: there the move N-Q4 was altogether impossible, whereas here White is ready to exchange his knight for Black's QB at a convenient moment.

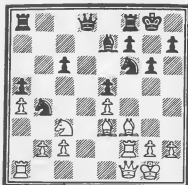
13 ... P-KN3

Black guards his KB4 square, in preparation for the advance P-K4.

14 R-B2	P-K4	15 N×B	P×N
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After 15...N×N 16 P-B5 White would have a clear advantage.

16 P×P	P×P	17 Q-KB1!	...
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17 ... Q-B1

Black's position is already dangerous, as White has two bishops, the Q- and KB-files, and his queen threatens to occupy a convenient square at QB4. Therefore Spassky should have taken the utmost care here.

Black's best chance was to exchange the black-squared bishops, and this is what he should have tried for by 17... N-Q2! 18 Q-B4 N-N3 19 Q-N3 B-N4 20 B-B5 B-K2. After 18 R-Q1 Q-B2 19 Q-B4 QR-N1 20 K-R1 K-N2 followed by ... N-N3 he would again have a tenable position.

18 P-R3 N-Q2

It was probably only here that Spassky noticed that he couldn't prevent Q-B4 by 18... Q-K3, on account of 19 R-B1 QR-Q1 20 B-K2 R-Q5! 21 P-QN3!! and White must win (in view of the threat of B-QB4).

19 B-N4 P-R4

19... Q-B2 would have been more cautious.

20 B×N ...

This gives White the QB4 square for his queen; he no longer needs his king's bishop.

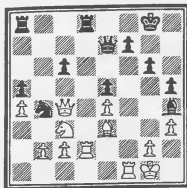
20 ... Q×B 22 R-Q2 Q-K2

21 Q-B4 B-R5 23 R-KB1 ...

The complications after 23 B-B5 Q-N4 24 R-Q7 N×P are not unfavourable for Black.

23 ... KR-Q1

On 23... QR-Q1 White could make the same reply as in the game.



24 N-N1! ...

This enables White to increase his positional advantage: his knight becomes active, whereas Black's is forced to the edge of the board. Once again the "domination" theme triumphs.

24 ... Q-N2

To defend his QBP, and assure his knight of a retreat square at QR3.

25 K-R2! ...

For the moment White has no need to hurry.

25 ... K-N2 27 R-K2! ...

26 P-B3 N-R3

Following Steinitz's old principle—do not exchange pieces when you have the freer position. Now the threat is 28 P-KN3 B-B3 29 R(K2)-KB2 R-Q3 30 B-N5, with big material gains.

27 ... R-KB1 28 N-Q2 B-Q1

In order to support his KP by ... P-B3. After 28... QR-K1 29 N-B3 B-Q1 30 R-Q2 White's threats would grow.

29 N-B3 P-B3 30 R-Q2 ...

After Black has parried the threats along the KB-file at the cost of a further weakening of his position (... P-B3), White occupies the Q-file with his rooks and for the decisive invasion.

30 ... B-K2 32 R×R! B×R

31 Q-K6! QR-Q1

32... R×R also loses, to 33 N×P Q-B2 34 Q-B7+ K-R1 35 Q×B.  
 33 R-Q1 N-N1 35 R×B! ...  
 34 B-B5 R-R1

The concluding blow! After 35... R×R 36 B-K7 the game is decided.

Black resigned.

### Game 10. Ruy Lopez

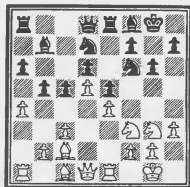
*Spassky-Karpov*

May 8th-9th

1 P-K4	P-K4	7 B-N3	P-Q3
2 N-KB3	N-QB3	8 P-B3	O-O
3 B-N5	P-QR3	9 P-KR3	N-N1
4 B-R4	N-B3	10 P-Q4	QN-Q2
5 O-O	B-K2	11 QN-Q2	B-N2
6 R-K1	P-QN4	12 B-B2	R-K1

A rather common psychological device. Karpov chooses the variation of the Ruy Lopez which Spassky likes to play as Black.

13 N-B1	B-KB1	15 P-QR4	P-B4
14 N-N3	P-N3	16 P-Q5	...



A position typical for the closed variation of the Ruy Lopez has been

reached. In their time it was favoured by Rubinstein with Black and by Bogolyubov with White. It might appear that Black can easily equalize with his next move. But with great skill Spassky shows that Black faces a difficult defensive task on account of his weak QNP, and the limited mobility of his pieces.

This is a rare instance where Karpov is forced to fight against the "domination" method, which, however, he does so fairly successfully in the present game.

16 ...	P-B5	18 Q-Q2	B-B1
17 B-N5	R-N1		

A standard manoeuvre. After the closing of the centre (16 P-Q5) there is nothing for the bishop to do at QN2.

19 P×P	P×P	22 Q-K3	R-K2
20 R-R2	B-KN2	23 N-Q2	R-B2
21 KR-R1	N-B4	24 P-N3	...

Giving Black a weak pawn at QN4.

24 ...	P×P	25 N×P	B-Q2
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25... N-R5 achieves nothing after 26 N-K2.

26 N×N	...
--------	-----

White loses a pawn after 26 N-R5 R-R2 27 N-B6 R×R 28 R×R B×N 29 P×B Q-B2.

26 ...	R×N	27 Q-Q2	...
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Preventing further simplification by 27... P-N5.

27 ...	Q-QB1	29 B-Q3	P-B4
28 N-K2	N-K1		

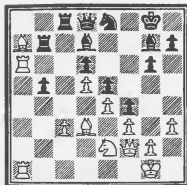
The only possibility of creating counter-play.

30 B-K3	R-B2	32 B-R7	R(N1)-N2
31 P-B3	P-B5	33 Q-K1	...

While Black's pieces are mostly inactive, Spassky manoeuvres skilfully.

33 ...	Q-Q1	35 R-R6!	...
34 Q-B2	R-B1		





35 ... B-KB3                      37 R-R7 ...  
 36 B-N6                      Q-K2

Spassky fails to find a way of further strengthening his position, and exchanges a pair of rooks. In passing, he sets his opponent a well-concealed trap. After 37... B-R5? 38 R×R! B×Q+ 39 K×B Q-R5+ 40 K-N1 Black's position is hardly defensible.

37 ... R(B1)-N1                      40 Q-N1                      K-N2  
 38 R×R                      R×R                      41 R-R7                      ...  
 39 K-B1                      B-R5

Spassky decides to exchange rooks, apparently so as to safeguard his king against any possible attack on his back rank.

41 ... R×R                      42 B×R                      Q-Q1

After the exchange of rooks, Black can breathe more freely.

43 Q-N6                      Q-B2!

In this way Black succeeds in moving his knight to a more active post.

44 Q×Q                      N×Q                      45 B-B8                      N-K1

White has succeeded in forcing the knight back, but now Black has the Q1 square for his bishop.

46 N-B1                      B-Q1                      48 P-B4                      ...  
 47 B-R7                      B-R4

Now the draw is clear, since Black has good compensation for his weak QP in the form of a K-side pawn advance.

48 ... P×P                      50 N-N3                      B-B2  
 49 B×P                      K-B2                      51 B-B2                      P-N4

52 B-K1	P-R4	53 N-B1	...
This is equivalent to an offer of a draw.			
53 ...	N-B3	57 N-N2	N-R2
54 N-Q3	K-N3	58 N-B4	N-N4
55 B-R6	P-N5	59 K-B2	K-B3
56 RP×P	P×P	60 B-N4	N-B2

Drawn.

### Game 11. Queen's Gambit Declined

*Karpov-Spassky*

May 10th

1 P-Q4	N-KB3	5 B-N5	P-KR3
2 P-QB4	P-K3	6 B-R4	O-O
3 N-KB3	P-Q4	7 P-K3	P-QN3
4 N-B3	B-K2	8 B-K2	...

This system was brought into practice by Korchnoy.

8 ...	B-N2	9 B×N!	...
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Now a position is reached which is analogous to a certain variation of the Grunfeld Defence, which occurred in the game Em. Lasker-Botvinnik (Nottingham 1936). Here, for comparison, is how it developed: 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 4 N-B3 B-N2 5 B-N5 N-K5 6 P×P N×B 7 N×N P-K3 8 N-B3 P×P 9 P-K3 O-O 10 B-K2 P-QB3 11 O-O Q-K2 12 P-QR3 B-K3 13 R-B1 N-Q2 14 N-K1 N-N3 15 N-Q3 QR-Q1 16 N-B5 B-B1 17 P-QN4.

The difference here is that instead of P-KN3, Black was made the less useful move P-KR3. This gives White some hope of achieving an advantage.

9 ...	B×B	10 P×P	P×P
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Of course, Black cannot recapture with his bishop, since after 11 N×B the weakening of his position caused by ... P-QN3 will tell in view of White's white-squared bishop.

11 O-O	...
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On 11 P-QN4, Black could reply 11... P-B4 immediately.

11 ...	Q-Q3
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11...N-Q2 was simpler, and if 12 Q-N3 P-B3 13 P-K4 P×P 14 N×P, then 14...P-B4 with roughly equal chances.

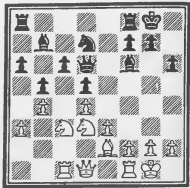
12 R-B1            P-R3                            14 P-QN4            P-QN4!  
13 P-QR3           N-Q2

Spassky follows the same plan as the author did in the above-mentioned game. The transfer of Black's knight to QB5 gives him an equal game.

15 N-K1            ...

It is surprising that Karpov also follows Lasker's manoeuvres. However, as Karpov considers, 15 N-Q2 was possibly stronger, followed by N-N3 in order to prevent ...P-QR4. In this case, Black's position would be more passive.

15 ...            P-B3                            16 N-Q3            ...



16 ...            N-N3?

After 16...P-QR4!, followed by ...P×P and ...N-N3-B5, Black would have no difficulties. Now, on the other hand, White leaves him with a weak pawn at QR3, making his defence more difficult.

17 P-QR4!        B-Q1?

This is the primary cause of Black's defeat. It turns out that Spassky is unfamiliar with the basic subtleties of such positions. Black's main problem is to prevent White's P-K4. Therefore, as long as his bishop attacking White's QP, he can feel secure. Now, however, Karpov makes a break-through in the centre, and begins a decisive offensive.

After 17... N-B5! 18 N-B5 QR-N1, Black can put up a successful defence.

18 N-B5

B-B1

19 P-R5

B-B2

Such superficial threats can do nothing to change the assessment of the position.

20 P-N3

N-B5

22 R-K1

...

21 P-K4

B-R6

Karpov is correct in thinking that the advance P-K5 would only allow Black a respite; White does not intend to close the centre.

22 ...

P×P

It would have been better to refrain from this move.

23 N(B3)×KP Q-N3

23... Q-Q1 would have been more cautious.

24 B-R5

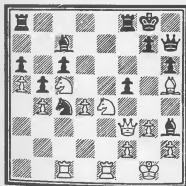
Q-R2

After 24... Q-B4 25 R-B3!, there is the unpleasant threat of 26 P-N4.

25 Q-B3

P-B4

Black tries to win the White bishop, but his pieces are all scattered over the board, and their actions unco-ordinated, and White's sacrifice of material turns out to be only a temporary one. Utilizing the domination of his pieces, White easily gains a decisive advantage. To be fair, it should be mentioned that 25... Q-B4 was Black's last chance of resisting.



26 N-B3

P-N3

27 Q×QBP! P×B 28 N-Q5 ...

With the irresistible threats of 29 Q×B, 29 N-K7+ and 29 R-K7.

28 ... P-B5

Black's position is beyond saving

29 R-K7 Q-B4

Or 29...P×P 30 N-B6+! (but not 30 R×Q? P×BP+ 31 K-R1  
P-B8=Q+ 32 R×Q R×R mate) 30...R×N 31 Q×QR+ R-B1  
32 Q×R+ K×Q 33 R×Q.

30 R×B QR-K1

31 N-K7+ was threatened.

31 Q×KRP R-B2 34 Q-B7+ K-B1

32 R×R K×R 35 N-B4 ...

33 Q×BP R-K7

Black resigned.

Final score—4:1 to Karpov.

# THE FINAL MATCH: KARPOV-KORCHNOY

## Game 1. English Opening

*Korchnoy-Karpov*

September 16th

1 P-QB4	N-KB3	4 P-K4	B-N2
2 N-QB3	P-K3	5 Q-K2	...
3 N-B3	P-QN3		

One of the first occasions on which this continuation was adopted would seem to be the game Stein-Smyslov (Moscow, 1972). Korchnoy, of course, had pleasant memories of it after the third game of his match against Petrosian (Odessa 1974), where Black played 5...P-QB4. The move 5 Q-K2 has the same idea as 2 Q-K2 in the Chigorin variation of the French defence—White prevents the freeing advance ...P-Q4.

5 ...	B-N5	6 P-K5	N-N1
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Black seems to have lost two tempi in the opening (N-KB3-N1), but the advance P-K5 also has its negative features, since Black's QB has become more active, and White's KP may become an object of attack.

7 P-Q4	P-Q3
--------	------

A better move was played in the third and seventh games —7...N-K2. Karpov repeats the play of his second, Furman (Uhlmann-Furman, Madrid 1973), but, of course, Korchnoy is prepared for this.

8 B-Q2	...
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Stein, in the above-mentioned game, Played 8 P-QR3.

8 ...	P×P	10 0-0-0	Q-K2
9 P×P	N-QR3	11 P-KN3	...

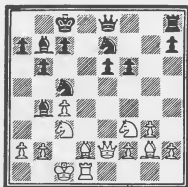
Nothing definite seems to be gained by the continuation 11 B-N5 P-KB3 12 P×P P×P 13 N-K5 B×N 14 Q-R5+ K-B1 15 P×B (15 R-Q7 B×N) 15...N-B4 16 B-R6+ N×B 17 Q×N+ K-N1

(18 R-Q4 B-K5). However, none of this comes into White's plans. Up to a certain point he wishes to repeat the Uhlmann-Furman game.

11 ...	0-0-0	15 R-Q1	Q-K1
12 B-N2	N-B4	16 P×P	P×P
13 B-N5	P-KB3	17 B-Q2	...
14 R×R+	Q×R		

17 N-Q5, recommended by the editorial board of *Shakhmaty v SSSR*, is not dangerous for Black in view of 17...P×B (17...B×N 18 P×B P×B 19 N-Q4 gives White a strong attack) 18 N×B N-B3 19 N-Q3 N×N+ 20 R×N P-N5 21 N-K1 B×B 22 N×B Q-B3 23 N-K3 P-KR4.

17 ...                      N-K2



18 N-K4!                      ...

This is the improvement in White's play prepared by Korchnoy (the Uhlmann-Furman game went 18 B-R3 K-N1 19 N-K1 N-B3 with equal chances). After 18...B×B+ 19 N(B3)×B followed by 20 P-B4 Black has no compensation for the weakness of his KP and KBP.

18 ...	N×N	20 B-QR3	P-B4
19 B×B	N-B3	21 N-K1	...

Instead of this, the strong move 21 Q-K3 suggests itself, with the inevitable follow-up of P-N3 and B-N2, when White has a clear positional advantage.

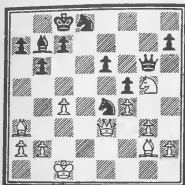
21 ...	Q-N3	23 P-B4	...
22 P-B3	N-N4		

Korchnoy aims to take control of his K5 square, but Black's possession of *his* K5 square gives him equal chances. Here White no longer achieves anything by 23 P-N3, since by advancing his KP (23 ... P-K4 24 B-N2 R-K1 25 Q-KB2 P-K5) Black gets out of all his difficulties.

23 ... N-K5 24 N-B3 Q-B3

Here the queen is excellently placed. It not only controls Black's K4 square, but also prevents P-N3.

25 Q-K3 R-Q1 27 N-N5 Q-N3!  
26 R×R+ N×R



28 N-B3 ...

Exchanges (28 N×N B×N 29 B×B P×B) also lead to an equal game.

28 ... Q-B3 29 B-N4 ...

The only way to bring the bishop into play. Black already has an easy game.

29 ... P-B4 32 B-Q3 K-N2

30 B-K1 N-B2 33 P-KR3 ...

31 B-B1 B-B3

On 33 P-KN4, both 33 ... P×P and 33 ... Q-R3 are sound enough. The latter move is also suitable now.

33 ... Q-R3! 35 N-N5 N(B2)-Q3

34 P-KR4 Q-N3 36 N-B3 N-B2

Of course, not 36 ... N×NP? 37 N-K5.

37 N-N5 N(B2)-Q3

Drawn.



## Game 2. Sicilian Defence

*Karpov-Korchnoy*

September 18th

1 P-K4	P-QB4	8 Q-Q2	0-0
2 N-KB3	P-Q3	9 B-QB4	B-Q2
3 P-Q4	P×P	10 P-KR4	R-B1
4 N×P	N-KB3	11 B-N3	N-K4
5 N-QB3	P-KN3	12 0-0-0	N-B5
6 B-K3	B-N2	13 B×N	R×B
7 P-B3	N-B3	14 P-R5	...

A well-known line in the Dragon Variation, for which Korchnoy has something of a penchant. White sacrifices a pawn for an attack. Korchnoy normally accepts such sacrifices with pleasure: he believes in his skill in defence.

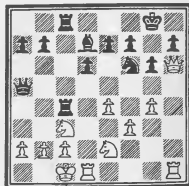
14 ...	N×RP	16 N(Q4)-K2! Q-R4
15 P-KN4	N-B3	

If 16...R-K1 17P-K5, then after 17...P×P 18P-N5, or 17...N×P 18P×N B×NP, it is doubtful whether Black's pawns compensate for the loss of the piece.

17 B-R6      B×B

Although Black perhaps has some practical chances after 17...B-R1 18B×R, his position is theoretically lost.

18 Q×B      KR-B1



19 R-Q3! ...

The variation beginning with 16 N(Q4)-K2! was suggested by E. Chumak (*Shakhmatnyy Bulletin*, 1972, No. 10). Here, however, he considered the less effective 19 R-Q5, and after 19 ... Q-Q1 20 P-N5 N-R4 21 N-B4 Q-B1 22 Q×Q+ K×Q 23 N×N P×N 24 R×RP K-N2 White has merely a more favourable ending.

The point behind 19 R-Q3! is that, whereas after 19 R-Q5 Black had the choice between an inferior ending (19 ... Q-Q1—cf. the variation given above) and the complications resulting from 19 ... R(B5)-B4 (which is perhaps what Korchnoy had in mind), now he has no choice—he must go in for the inferior ending.

Such a decision could not suit Korchnoy, and he nevertheless chooses the other continuation, but in doing so overlooks a hidden attacking possibility for White.

19 ... R(B5)-B4?

It should be mentioned here that, by playing 19 ... Q-Q1, Black has nothing worse to fear than the above-mentioned endgame. After 20 P-K5 P×P 21 P-N5 N-R4 22 N-N3 Q-B1 23 Q×Q+ K×Q 24 N×N B-B4 25 N-N3 B×R 26 P×B R-B5 he has an equal game, while after 20 P-K5 P×P 21 N-N3 Q-B1 22 Q×Q+ R×Q 23 P-N5 B-B3 24 P×N P×P he even has the better chances.

20 P-N5!! ...

Diverting the Black rook from the QB-file; in addition, it will be undefended at ... KN4. 20 N-Q5 was, of course, bad on account of 20 ... R×P+.

20 ... R×P

Black loses after 20 ... N-R4 21 N-B4 R×P 22 N(B3)-Q5.

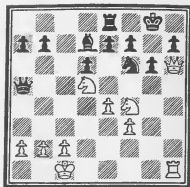
21 R-Q5! ...

The same idea as Chumak had, but in what a favourable situation! The exchange of rooks is unavoidable, and White's QN comes into the attack with decisive effect.

21 ... R×R 22 N×R R-K1

22 ... Q-Q1 does not change anything.

23 N(K2)-B4 ...



Now the threat is 24 N×N+ P×N 25 N-Q5.

23 ... B-B3

If 23... B-K3, then not 24 P-K5? P×P! 25 N×N+ P×N 26 N-R5 P×N 27 R-N1+ B-N5 28 P×B Q-B4 (or 28... P-R5) when Black repulses the attack, but 24 N×B! P×N 25 N×N+ P×N 26 Q×RP+ K-B1 27 Q×QNP (27 Q-Q7 R-K2! gets White nowhere), and after 27... R-K2 28 Q-N8+ R-K1 29 Q×QP+ White has a winning position.

24 P-K5!! ...

A brilliant culmination to the storming of the hostile king's position; White blocks the fifth rank.

24 ... B×N

Or 24... P×P 25 N×N+ P×N 26 N-R5!

25 P×N P×P 26 Q×RP+ ...

Not, of course, 26 N-R5 or 26 N×B, as Black is the first to give mate (26... R-K8+).

26 ... K-B1 27 Q-R8+ ...

And in view of the inevitable 27... K-K2 28 N×B+ Q×N 29 R-K1+, there is no defence.

Black resigned.

## Game 3. English Opening

*Korchnoy-Karpov*

September 20th-21st

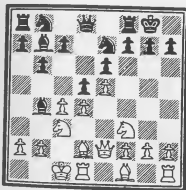
1 P-QB4	N-KB3	5 Q-K2	B-N5
2 N-QB3	P-K3	6 P-K5	N-N1
3 N-B3	P-QN3	7 P-Q4	N-K2
4 P-K4	B-N2		

Private analysis has helped Karpov to find a safer continuation (in the first game he played 7... P-Q3). Black obtains a fully equal game by a subsequent ... P-Q4.

8 B-Q2 ...

In the seventh game 8 Q-Q3 was tried.

8 ... 0-0 9 0-0-0 P-Q4



10 P-KR4? ...

Korchnoy plays not in accordance with the position (as Capablanca taught), but in accordance with his mood—no doubt he very much wanted to win that evening. Up till this point White had been fighting on equal terms, but now he affords his opponent a clear positional advantage, and condemns himself to a cheerless defence. There was nothing wrong with 10 P×P! B-R3 11 Q-K4! B×N 12 P×B B×B 13 KR×B (the sharp variation 13 P×P B-B5 14 P×P+ B×P 15 Q×R KN-B3 is of dubious worth) 13... Q×P 14 Q-B2.

10 ... B×N 11 B×B P×P

After the inevitable exchange of white-squared bishops Black assumes complete control over his Q4 square, and gains a clear positional advantage. Such is the cost of White's impulsive move 10 P-KR4.... At the same time, 11... B-R3 12 Q-B2 B×P 13 B×B P×B 14 N-N5 N-N3 15 N×RP would have been dangerous for Black.

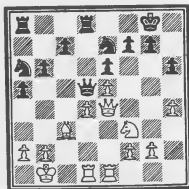
12 Q×P ...

The alternative was 12 N-N5, with problematic attacking chances, but on this occasion Korchnoy makes the more cautious choice.

12 ...	B-R3	16 Q-B2	P-R3
13 Q-R4	B×B	17 KR-K1	N-R3
14 KR×B	Q-Q4	18 Q-K4	...
15 K-N1	P-QR4		

White sensibly seeks salvation in a difficult ending.

18 ... KR-Q1



19 Q×Q R×Q

The more normal plan in such positions is to recapture on Q4 with the knight; e.g. 19... N×Q! 20 B-Q2 R-Q2 21 R-QB1 P-QB4 22 P×P, then 22... N×P with the threat of 23... N-Q6). Black could then double rooks under cover of his knights, and cramp White still further. The direct attack on White's QP is unlikely to achieve the desired result.

20 R-Q2 QR-Q1 21 KR-Q1 P-R4

22 K-B2                      N-KB4                      23 P-KN3                      P-KB3

Black opens up the position with his queen's knight still on the edge of the board. The preparatory manoeuvre N-N1-B3 suggests itself, tying White's pieces to the defence of his QP, and only then the undermining ...P-KB3.

Exploiting the fact that his knight is not at the moment tied to the defence of his QP, White, by threatening to transfer it to KB4, diverts the actively placed Black knight at KB4 onto an inferior square.

24 P×P                      P×P                      25 N-N1                      ...

Intending to continue the manoeuvre with N-K2-B4.

25 ...                      N-K2                      27 R-Q3                      N-N5+

26 N-K2                      N-N3

The possibility of exchanging his bishop eases White's defence; it is important that the other Black knight cannot leave KN3.

28 B×N                      P×B                      29 P-R3                      ...

Now White also rids himself of his weak QRP.

29 ...                      P×P                      31 R-K1?                      ...

30 R×P                      R(Q1)-Q2

Apparently Korchnoy now begins to think in terms of playing for a win. After 31 R(QR3)-Q3 followed by 32 N-B3 Black would have had no advantage.

31 ...                      K-B2?

While one can possibly excuse Korchnoy his mistake, for the reason that he had only 5 minutes left on his clock to the time control, Black's hastiness (he still had about an hour left) can be explained only by the fact that he was being guided by time-trouble considerations, instead of creative ones. In the past, such tactics have been unsuccessful, as Ilyin-Zhenevsky stated back in 1928 (*Shakhmatny Listok* No. 7).

By 31 ... P-K4! 32 P×P R-Q7+ 33 K-B1 N×KP 34 R-QB3 P-QB4 Black could have obtained a won ending.

32 R-Q3!                      R-KB4

Now on 32 ... P-K4 the simplest is 33 P×P R×R 34 P-K6+!

33 P-B3                      P-QB4                      37 K-Q2                      N-B4

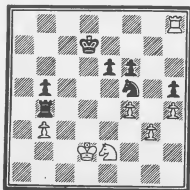
34 P-B4                      N-K2                      38 R-QR1                      R-B5

35 P×P                      R×P+                      39 R-R6                      P-N4

36 N-B3                      R(Q2)-B2

This only assists the activation of White's rook. 39...R-N5 was stronger.

40 P-N3	R-N5	43 R×R+	K×R
41 N-K2	K-K2	44 R-R8	...
42 R-R8	R-Q2		



44 ... R×NP

Black also achieves nothing by 44...R-K5 45 R-R7+ K-K1 46 R-R8+ K-B2 47 R-QN8 K-N3 (or 47...R-K6 48 N-Q4) 48 R-N8+.

45 R×P	N×NP	47 R×P	P-B4
46 N×N	R×N		

Although Black will have an extra pawn, the position is a theoretical draw.

48 K-K2	R-N5	53 K-B3	R-B6+
49 K-B3	R×RP	54 K-B2	R-B3
50 R-N6	R-R8	55 R-R1	R-B5
51 R-R6	R-QB8	56 K-B3	K-B3
52 K-N3	R-B5	57 R-K1	R-B6+

Drawn.

## Game 4. French Defence

*Karpov-Korchnoy*

September 22nd-23rd

1 P-K4	P-K3	5 KN-B3	N-QB3
2 P-Q4	P-Q4	6 B-N5	B-Q3
3 N-Q2	P-QB4	7 P×P	...
4 KP×P	KP×P		

The well-known Tarrasch Variation has been played. The exchange on QB5 seems to be White's most sensible course, and I cannot understand why, in some of the later games, Karpov allowed Black to capture on ... Q5. The point is that, if White takes on QB5, he can himself decide whether or not to occupy Q4 with one of his knights. When, on the other hand, he allows Black to make the exchange of pawns, he is forced to occupy his Q4 square with a piece.

7 ...	B×BP	9 N-N3	B-Q3!
8 0-0	N-K2		

This retreat leaves Black with more possibilities than 9 ... B-N3.

10 P-B3 ...

Karpov made a more successful choice in the eighteenth game—10 B-N5. White's basic idea should be to exchange pieces. This limits Black's counter-attacking possibilities, and emphasizes the organic defect of his position—his isolated QP.

10 ...	B-KN5	11 QN-Q4	...
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White occupies his Q4 square with a knight, but without thereby obtaining any specific advantage.

11 ...	0-0	12 B-K2	...
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Regarding 12 Q-R4, see games 8, 10, 12, 14 and 16.

12 ...	R-K1	14 B-KN5	...
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13 R-K1	P-QR3		
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White intends B-R4-N3.

14 ...	P-R3	15 B-R4	Q-N3!
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Black has obtained good play for his pieces. He is even somewhat ahead in development, while as yet White has failed to achieve any favourable simplification. It follows that Black has solved his opening problems satisfactorily.

16 Q-N3	B-QB4		
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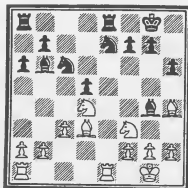
Now an equal endgame is reached.

17 Q×Q

B×Q

18 B-Q3

...



18 ...

K-B1

The alternative method of simplifying was to make immediate exchanges: 18... N×N 19 N×N B×N 20 B×N (20 P×B N-B4), also with a roughly equal game.

19 P-QR3

N×N

21 P×B

...

20 N×N

B×N

White allows his opponent the chance of counter-play. 21 B×N+ R×B 22 P×B suggests itself, when the ending is slightly in White's favour.

21 ...

N-B4

22 P-B3

...

22 P-R3? was certainly bad, on account of 22... B×P!, but White could have drawn quite simply by 22 B×N B×B 23 P-B3 QR-B1 24 R×R+. White avoids the ending with opposite-coloured bishops, thinking that he is always assured of a draw.

22 ...

N×B

24 P-KN3

...

23 P×B

N-N3

The most sensible course here would seem to be 24 B×N P×B 25 K-B2 QR-B1 26 R×R+ K×R 27 R-K1+ K-Q2 28 R-K2, with an inevitable draw. By avoiding the exchange, White allows the transfer of the knight to QB3, when his QP will require defending.

24 ...

N-K2!

25 B-B1

N-B3

26 B-N2	R×R+	28 K-B2	R-Q3
27 R×R	R-Q1		

There was no point in playing 28 ... N×QP, on account of 29 R-Q1. Black waits for his opponent to declare his intentions.

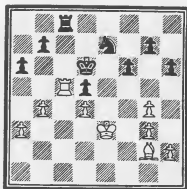
29 R-Q1 ...

White has no active continuation, and he commits an inaccuracy. Black brings his king up to the centre, and his QP will be more securely defended than White's. Most probably, White should have offered a draw at this point, and if it were rejected, played 29 R-QB1.

29 ...	K-K2	30 P-N4	R-Q1!
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Allowing ... K-Q3 and, at the same time, defending his back rank.

31 K-K3	K-Q3	33 R-B1	R-QB1
32 R-KB1	P-B3	34 R-B5	N-K2



35 B-B1 ...

This only makes things more difficult for White. He should, of course, have been satisfied with the draw after 35 R×R N×R 36 P-QR4! N-K2 (36 ... N-N3 37 P-R5) 37 K-Q3 N-B3 38 K-B3.

35 ...	R-K1	36 K-Q2	...
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The second rank was just the one that White shouldn't have blocked. The best continuation was suggested by Balashov: 36 K-Q3 P-B4 37 B-K2 P×P 38 B×NP R-KB1 39 R-B2, when the threat of R-K2-K6 is sufficient to equalize.

36 ...	P-B4!	37 B-K2	P×P
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38 B×NP      R-KB1      39 R-B2      ...

This time Balashov's suggestion—39 K-K3 R-B8 40 B-B8—is insufficient, in view of 40 ... P-QN3 41 R-B3 N×B 42 R×N R-QR8 43 R-B3 P-KN4, when Black has the advantage.

39 ...      P-KN3

After 39 ... R-B8 White seems to have only one good reply—40 K-B3 with the counter-threat of 41 R-K2, although even here Black keeps a certain advantage after 41 ... P-KN3 42 R-K2 N-B4.

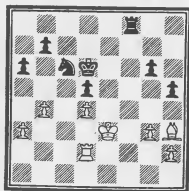
40 K-K3!      P-KR4

Now, however 40 ... R-B8 is easily parried by 41 R-B2.

41 B-R3      N-B3

With the threat of 42 ... R-K1+ 43 K-Q3 R-K5!

42 R-Q2      ...



42 ...      P-QN4

This move was sealed. It allows White an important tempo for defence. Many analysts thought that the more energetic 42 ... P-KN4 would have led to a win. However, White had a unique drawing possibility, which was found by Karpov—43 B-N2 P-R4 44 P-N5! N-K2 45 K-Q3!! N-B1 46 P-N6! Strangely enough, Black cannot win here, e.g. 46 ... N×P 47 R-N2 N-B1 48 K-K3!! (48 ... P-N3? 49 R-N5 R-B4 50 B-K4!).

43 B-N2      P-R4      44 P-KR4!      ...

White secures the square KB4 for his king, after which he is out of danger.

44 ... P×P 45 P×P R-K1+

Now, after 46 K-B4 N×NP 47 K-N5 R-K6, a draw is inevitable. Similarly, 45 ... N×NP does not give any winning chances: 46 R-N2 R-K1+ 47 K-Q2 N-B3 48 R×P R-K7+ 49 K×R N×P+ 50 K-K3 N×R 51 K-B4.

Drawn.

### Game 5. Queen's Indian Defence

*Korchnoy-Karpov*

September 25th-26th

1 P-QB4 N-KB3 3 N-B3 P-QN3  
2 N-QB3 P-K3 4 P-KN3 ...

Korchnoy temporarily refrains from 4 P-K4, as played by him in games 1, 3 and 7, and transposes into the normal Queen's Indian set-up (evidently he had not managed to complete the required analytical work).

4 ... B-N2 6 P-Q4 0-0  
5 B-N2 B-K2

Previously, 6 ... N-K5 always used to be played here. Recently, 6 ... N-K5 has been avoided on account of the reply 7 B-Q2. In connection with this, it may be recalled that, in the twenty-first game of the 1937 return match, Alekhine even specially provoked B-Q2 and then played ... N-K5. It seems that modern chess players are insufficiently acquainted with this old game, in which Alekhine succeeded in demonstrating the innocuousness of 7 B-Q2.

Only at the most critical point of the present match—in the twenty-third game—does Karpov make use of Alekhine's experience in this line, and again equalizes with ease. We will analyse this variation in more detail in our notes to the twenty-third game.

7 Q-B2 ...

In the eleventh and thirteenth games, Korchnoy played 7 Q-Q3, which seems rather unnatural. Evidently he himself came to this conclusion, and in the twenty-first game he reverted to 7 Q-B2.

7 ... P-B4 9 N-KN5 P-N3  
8 P-Q5 P×P

This is without doubt stronger than 9... N-B3, as he was to play in the twenty-first game. Vaganyan pointed out that on 9... P-KR3 there can follow 10 N×QP B×N 11 P×B P×N 12 P-Q6 N-B3 13 P×B Q×P 14 B×N P×B 15 B×P, with an insignificant advantage to White. But recently, B. Podtserob,\* an old colleague of mine, reminded me that the move 9... P-KR3 had occurred in the game Ravinsky-Botvinnik from a team match played in Leningrad 45 years ago. He also showed me the continuation of this game: 10 P-KR4 P-N3 11 N-R3 K-N2 12 Q-Q2 (as the reader will see, this manoeuvre resembles somewhat the twenty-first game of the present match) 12... R-R1, and Black with difficulty managed to draw. I remembered that there had been such a game, and that 10 P-KR4 had been played, but without B. Podtserob, who was present at this game on 1st April 1930, I would not have been able to establish the exact order of moves!

This was my last Queen's Indian where I played 6... 0-0.

10 Q-Q1 ...

All the previous moves had already occurred in tournament games.

Now Korchnoy makes a new move, instead of 10 0-0 N-B3, preferring to win back the pawn immediately.

10 ... P-Q3 11 0-0 N-R3

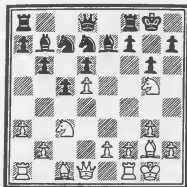
With the idea after 12 P×P of playing 12... N-B2 followed by ... P-QN4.

12 P×P N-B2 13 P-QR3 ...

A move which hardly fits the circumstances. It merely makes it easier for Black to develop his Q-side initiative. The move could be justified only if White were later to play P-QN4, but he never gets round to this. It should also be noted that after 13... KN×P 14 N×N Black loses material.

13 ... N-Q2

\* The Soviet ambassador in Vienna for a long time; a strong first-category player in his youth, and a great lover of chess later [translator's note].



14 N-B3      B-KB3      16 B-B4      N-N3  
15 P-K4      P-QN4

A sharp struggle begins. Black strives to take the initiative on the Q-side by P-QR4 and P-QN5, while White counts on making the break-through P-K5, so as to activate his forces in the centre.

17 R-K1      P-QR4

17... P-N5 18 P×P P×P 19 N-QR4 would be premature, as Black achieves nothing on the Q-side, whereas White will strike a counter-blow in the centre.

18 Q-B2      ...

The temporary sacrifice of a piece does not work, as the following variations show: 18 B×P Q×B 19 P-K5 B×KP 20 N×B N(N3)×P 21 N-K4 Q×N 22 N×P Q-Q3 23 N×B Q-QB3, or 21 N-N4 QR-Q1 22 N-K4 Q-N3 23 Q-B1 N-K3, or, finally, 18 P-K5 P×P 19 N×KP N(N3)×P 20 N×BP R×N 21 B×N N×B. In reply to the sacrifices, Black returns the extra material, and always retains equal chances.

18 ...      B-N2

For the moment Karpov eliminates the threat of 19 B×P, and delays advancing his Q-side pawns any further, since after 18... P-N5 19 P×P RP×P 20 R×R B×R 21 N-N1, or 19... BP×P 20 N-K2 White has a good game. Black will advance his QNP only when the opposing queen's rook has left the QR-file.

19 QR-Q1      P-N5      21 P-KR4      ...  
20 N-N1      B-QR3

At all events securing the position of his queen's bishop.

21 ... R-K1 22 B-N5 Q-Q2

Karpov sensibly avoids weakening his position by 22...P-B3. In addition, he does not want to block in his strong king's bishop.

23 K-R2 P×P!

This gives Black counter-play on the Q-side. The immediate 23...Q-R5 fails to 24 P-N3, while after 23...N-R5 24 P-K5, threatening 25 B-R3, Black would be in trouble.

24 N×P Q-R5 25 P-K5! ...

Just at the right time! White activates his QP, and if Black tries to blockade it with a knight, then after 25...Q×Q 26 N×Q N-B5 (26...P×P 27 P-Q6 followed by P-Q7) 27 P×P N×P(Q3) 28 B-B4 White has a slight advantage. Therefore Black blockades the central pawn with his bishop.

25 ... B-KB1 26 Q×Q ...

Korchnoy thought for 27 minutes over this move, and when he made it he had only 17 minutes left on his clock. It is natural that he should prefer the exchange of queens to the more complicated 26 Q-B1, when White's chances are apparently again preferable.

26 ... N×Q 28 B-QB1! QR-N1?  
27 P×P B×P

Karpov avoids the simplifying continuation 28...R×R+ 29 R×R R-K1, where he would have had every chance of an equal game. Perhaps in doing so he took his opponent's time-trouble into account. But Korchnoy begins playing very strongly, and finds an interesting exchange sacrifice. Without doubt, Black was later to regret that he had not exchanged the heavy pieces at the right time.

29 N-Q2! B-K7

The variation 29...N×NP 30 B×N R×B 31 N(Q2)-B4 R×R 32 R×R R-N6 33 N×B R×N 34 R-K7 N-N4 35 N×N B×N 36 P-Q6! brings Black no relief.

30 N(Q2)-B4 B×R 31 R×B ...

White's minor pieces are strongly placed, whereas Black's rooks are passive. Korchnoy has a clear advantage.

31 ... KR-Q1 33 N-B4 ...  
32 N×B R×N

White's choice of move order (33 N-B4 and 34 B-B4) gives Black the

opportunity to give back the exchange, and at the same time spoil White's K-side pawn structure. Therefore the immediate 33 B-B4 was probably stronger.

33 ... R-KB3 34 B-B4 ...

In time-trouble White naturally cannot decline the opportunity to re-establish material equality, but 34 K-N1 deserved consideration.

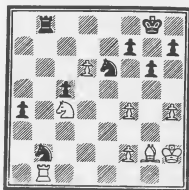
34 ... R×B 35 P×R N×NP

This move lead to such great complications that the annotator has no right to condemn it, especially since it is difficult to suggest any alternative. From the practical point of view it is probably Black's best chance.

36 R-QN1 P-R5!

Now after 37 R×N R×R 38 N×R P-R6 39 P-Q6 N-K3, or 37 N×N P-R6, Black gains a decisive advantage, but White has the possibility of bringing his bishop into play immediately.

37 P-Q6! N-K3



38 B-Q5! ...

38 R×N R×R 39 N×R P-R6, or 38 N×N P-R6 were still no good. But now the bishop will guard the QR2 square, and so Black's reply is forced.

38 ... P-R6

38... N×P? fails to 39 R×N R×R 40 N×R P-R6 41 P-Q7.

39 N×P ...



A slip, which gives Black the chance, by subtle play, to save the game in various ways. White could probably have won by 39 B×N P×B (or 39... P-R7 40 R-QR1 P×B 41 N-K5 followed by P-Q7) 40 N×P. In the variation 40... K-B2 (*Shakhmaty v SSSR*, 1974, No. 12) 41 P-Q7 K-K2 42 N-B4 K×P 43 R×N R×R 44 N×R K-Q3 45 K-N3 K-Q4 White has the move 46 P-B3 at his disposal (not considered in the analysis), which denies Black's king access to his K5 square. It is most probable that Black cannot then save the game, e.g. 46... K-Q5 47 K-B2 K-B6 48 N-R4+, etc.

39 ... N×P

Eliminating an important enemy pawn.

40 B-B3 ...

40 B-R2 K-B1 41 N-B4 N(B5)-Q6 would also give White no advantage.

40 ... R-N5

The last move before the time control! After 40... K-B1 41 N-B4 N(B5)-Q6 Black would have been completely safe.

41 P-Q7 N-K3 42 N-B2 ...

White "smokes out" the rook from the fifth rank. Now 42... R×P+ loses to 43 K-N3.

42 ... R-N1

The apparently dangerous variation 42... R-N3 43 B-Q5 N-Q1 44 R-K1 K-N2 45 R-K8 R-N1 46 N-K3 N-Q6 was probably sufficient for a draw.

43 N-K3 K-B1 44 N-B4 R-N5!

An elegant decision! This persistent rook is on the fifth rank again, with its sights set on the weak KRP.

45 B-Q5 ...

After 45 N×N K-K2, attacking the QP and KRP, and threatening P-B5-B6, Black would easily draw although a piece down.

45 ... R×N 46 B×N K-K2!!

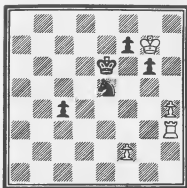
By guarding his Q1 square and threatening 47... P×B, Black forces his opponent to win the exchange, which leads to a drawn ending.

47 B×R N×B 49 K-N3 ...

48 R-Q1 K-Q1

White gives up his QP for Black's KRP. If instead of this he wins the QBP (49 R-Q5 N-N3 50 R×P N×P), Black again can draw.

49 ...	N-K4	53 K×P	N-B6
50 K-B4	N×P	54 R-KR1	K-K3
51 K-N5	K-K2	55 K-N7	P-B5
52 K-R6	N-K4	56 R-R3	N-K4



57 R-R3 ...

White can place his rook at QB3 when the Black king is at KB4 (as in the game), or when it is at K3. In the latter case, the draw is achieved as follows: 57 R-QB3 K-B4 58 R-B1 K-K3 59 P-B4 N-B6 60 R×PN×P 61 R-B6+ K-B4 62 R-B6+ K-N5 63 K×P P-N4.

57 ... K-B4 58 R-QB3 ...

But now this move has the disadvantage that the Black king becomes active.

58 ...	K-K5	63 K-B6	N-N5+
59 R-B1	K-Q5	64 K-N5	N-K6
60 P-B4	N-Q6	65 P×P	P×P
61 R-B1	K-K5	66 R-B1	K-Q6
62 P-B5	N-K4	67 K×P	N-N7

Drawn.

A fighting game!

## Game 6. Petroff's Defence

*Karpov-Korchnoy*

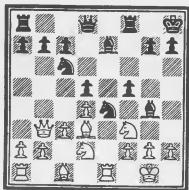
September 27th

1 P-K4	P-K4	5 P-Q4	P-Q4
2 N-KB3	N-KB3	6 B-Q3	B-K2
3 N×P	P-Q3	7 0-0	N-QB3
4 N-KB3	N×P	8 R-K1	B-KN5

A variation of Petroff's Defence, which is well known from as far back as the end of the last century. Theory states that after 9 B×N P×B 10 R×P B×N 11 Q×B N×P 12 Q-Q3 N-K3 the game is level. There are also other continuations here, as given in various opening books.

9 P-B3	P-B4	11 QN-Q2	K-R1
10 Q-N3	0-0		

The alternative plan consists of 11...N-R4 12 Q-N5 P-B3 13 Q-R4 P-QN4 14 Q-B2 N-B5 or 12 Q-R4 N-B3 13 B-N5 R-B3 14 B×N R×B 15 N-K5 R-QR3, in each case with equal chances.



This position has occurred in practice on many occasions, in particular in the game Capablanca-Kostic (1919). The future World Champion refrained from capturing the QNP, and played 12 N-B1 after which Black could have gained the advantage by 12...B×N 13 P×B N×KBP 14 K×N B-R5+ 15 N-N3 P-B5.

Numerous attempts at accepting the pawn sacrifice have normally given Black a strong attack.

Karpov adopts a new and interesting plan. He first plays 12 P-KR3, which generally speaking, seems highly risky, since the move merely weakens White's castled position. Then White nevertheless captures the QNP, and the inclusion of the moves 12 P-KR3 B-R4 turns out to be in his favour.

Karpov's continuation also has the undisputable advantage that it takes play away from the theoretical paths, and forces Korchnoy to think for himself in this complicated situation

12 P-KR3            B-R4

It would have been safer to play 12... B×N 13 N×B R-QN1.

13 Q×NP            ...

Bravo! Karpov decides to take the pawn, which Capablanca himself declined. The game now becomes highly complex.

13 ...            R-B3            14 Q-N3            R-N3?

The initial cause of Black's defeat. 14... Q-Q3 was also bad because of 15 B-N5! R-N1 16 Q-R4. But meanwhile the sharp 14... P-N4 15 N-K5 N×N 16 P×N R-QN3 deserved consideration. True, White could have won a second pawn (15 B×N BP×B 16 N×NP R-N1 17 Q-B2) in order to then sacrifice a piece, with more than adequate material compensation.

15 B-K2!            ...

In a game Tukmakov-Dvoretzky, played a few days later, where the moves 12 P-KR3 B-R4 had not been made, Black calmly played 14... Q-Q3, and the game finally finished in a draw.

Here, however, it turns out that in the given situation (with the bishop at KR4), the rook at KN3 is extremely badly placed. In view of the threat of 16 N-K5, with a simultaneous attack on rook and bishop, Black has difficult problems to face.

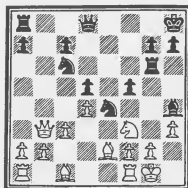
Now 15... Q-Q3 is impossible on account of 16 N-K5! Black also loses after 15... N×KBP 16 K×N B-R5+ 17 K-B1 B×R 18 N×B B×B+ 19 K×B Q-K2+ 20 K-B1 R-K1 21 Q-Q1.

Some annotators suggested 15... B×N 16 N×B R-N1 17 Q-B2 B-Q3, but after 18 P-B4 White's extra pawn gives him a considerable advantage.

15 ...            B-R5

This also gets Black nowhere, although, like 14...R-N3, it is a standard move in this line of the Petroff.

16 R-B1                  B×N                  17 N×B                  ...



17 ...                  B×P+

Black's play has reached an impasse. White threatens further exchanges. But that which Korchnoy decides on (to be fair, it should be mentioned that at this point he had only 4 minutes left on his clock) is equivalent to capitulation. The sacrifice of two minor pieces for a rook is quite unfounded.

18 R×B                  N×R                  20 N-N5!                  ...  
19 K×N                  Q-Q3

In addition to his decisive material advantage, White also has the better position.

20 ...                  R-KB1                  23 N-B3                  R-K1  
21 Q-R3                  Q-Q1                  24 B-Q3                  R-K5  
22 B-KB4                  P-KR3                  25 P-KN3                  ...

White ignores the exchange sacrifice offered by Black. After all, his king's bishop is no weaker than the Black rook.

25 ...                  R-B3                  26 Q-B5                  ...

White could, of course, have played 26 P-R4, but was it really worth preventing Black's pawn advance?

26 ...                  P-N4                  28 B×NP                  R(K5)-K3  
27 N×P                  P×N                  29 R-K1                  Q-KN1

30 P-KR4      R-N3      31 R×R      ...

So as to answer 31... R×R with 32 B×P.

Black overstepped the time limit.

### Game 7. English Opening

*Korchnoy-Karpov*

September 30th–October 1st

1 P-QB4      N-KB3      3 N-B3      P-QN3

2 N-QB3      P-K3      4 P-K4      ...

Clearly the necessary analysis (after the third game) has been done, and Korchnoy reverts to 4 P-K4.

4 ...      B-N2      6 P-K5      N-N1

5 Q-K2      B-N5      7 P-Q4      N-K2!

Karpov has confidence in this continuation (which he adopted in the third game), and he repeats it. It should be recalled that in the first game Karpov played 7... P-Q3.

8 Q-Q3      ...

It is now clear that Korchnoy has prepared this move instead of 8 B-Q2.

8 ...      P-Q4      9 P×P e.p.      ...

This capture *en passant*, together with 8 Q-Q3, prevents Black from seizing the white squares, as happened in the third game.

9 ...      P×P

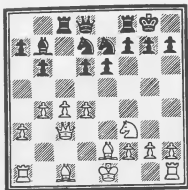
Recapturing with the queen was possibly more in the spirit of the position, so as to retain the possibility of play down the Q-file, as in certain variations of Alekhine's Defence. Now, on the other hand, something resembling certain lines of the Nimzo-Indian Defence is reached.

10 P-QR3      B×N+      12 P-QN4      ...

11 Q×B      O-O

The preliminary 12 B-K2 would have been more cautious, retaining the possibility of defending his QBP by P-QN3. With his two bishops, White would then have had quite good prospects.

12 ...      N-Q2      13 B-K2      R-B1



14 0-0? ...

Now Karpov succeeds after all in establishing control of the white squares, after which the game becomes equal. White had to prevent 14...B-R3 followed by ...P-Q4, and this could have been most simply done by 14P-QR4! B-R3 (14...P-Q4 15P-B5) 15P-N5 B-N2 16B-R3.

14 ... B-R3!

With the unavoidable threats of 15...B×P and 15...P-Q4.

15 Q-N3 P-Q4 16 P-N5 B-N2

16...P×P 17B×P B-N2 was more accurate, when for the moment Black is not obliged to occupy his Q4 square with a piece. 17Q-R4 B-N2 18Q×P R-B2 is also in his favour.

17 P×P ...

White has nothing better.

17 ... B×P 20 KR-B1 Q-N1

18 Q-N4 N-N3 21 N-Q2 ...

19 B-N5 Q-B2

21N-K1 deserved consideration, avoiding for the present the prophylactic but weakening move P-N3, and intending, should the opportunity arise, to transfer the knight to QN4.

21 ... N-B3

Black is right in thinking that it is in his favour to exchange his knight for White's black-squared bishop, but he could have achieved this by 21...P-KR3 22B-K3 N-R5 23B-B1 (23P-B3 N-KB4 24B-B2

Q-B5) 23... N-KB4, thus avoiding the doubling of his pawns on the KB-file (Polugayevsky).

22 B×N ...

This leads to simplification which makes things safer for both sides.

22 ... P×B 24 N-B1 P-B4

23 P-N3 KR-Q1 25 N-Q2 ...

Korchnoy's play is apparently influenced by the fact that he had only 37 minutes left to the time control. 25 N-K3 B-R1 looks more natural. Polugayevsky correctly points out that White has no need to fear the pressure along the long diagonal, e.g. 26 R×R Q×R 27 R-Q1 Q-N2 (27... P-B5 28 N-N4 Q-N2 29 P-Q5, or 28... K-N2 29 Q-N2 B-Q4 30 N-K5) 28 P-Q5.

25 ... Q-N2 26 P-QR4! ...

White intends P-R5×P, giving Black a weak pawn at QN3.

26 ... R-Q2

In this way, Black takes possession of the open QB-file. It is true that White, in his turn, seizes the QR-file, but this is of less importance, as Black's bishop securely defends his QR1 square.

27 P-R5 R(Q2)-B2

Again we cite Polugayevsky, who pointed out that 27... R(B1)-Q1 (with the threat of 28... B-R8), which is apparently dangerous for White, is refuted by 28 Q-B3, taking control of the QB-file, and if 28... B-R8, then 29 P-B3 R×P 30 N-N3.

28 R×R R×R

Black is perhaps wrong not to play 28... Q×R, since after 29 P×P P×P 20 B-B3 B×B 31 N×B Q-B6! he reaches a favourable ending.

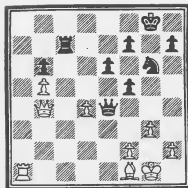
29 P×P P×P 30 N-B4 B×N

Since 30... B-R8 31 B-B1 is not dangerous for White, Black utilizes his last chance; he exchanges his bishop for the knight, and attempts to mount an attack on the QP.

31 B×B Q-K5 32 B-B1 ...

32 R-Q1? loses to 32... N-R5 33 P×N Q-N5+





Now the threat of 32...N-K4 is parried by 33 B-N2 N-B6+ 34 B×N Q×B 35 Q-Q6 R-B7 36 R-KB1. 32...R-Q2 is also harmless, as White plays 33 R-R4 (not 33 R-Q1? N-R5!)—the only defence, but an adequate one.

32 ... R-B7 33 Q-N1! ...

Preparing to move the queen to a favourable post at Q1.

33 ... N-K2

Not, of course, 33...Q×P? on account of 34 R-R8+.

34 Q-Q1 ...

With the threat of 35 B-Q3.

34 ... R-N7

In this drawn ending Karpov continues to try for a win—his opponent, as usual, was in time trouble.

35 B-N2 ...

Forcing the exchange of queens, and with it, a draw.

35 ... Q-B7 37 P-R3 R-N7

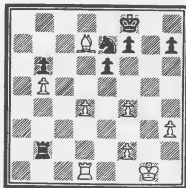
36 Q×Q R×Q 38 B-B6! P-B5?!

There are no difficulties for White after the acceptance of this sacrifice, so it was more logical to choose the natural 38...N×B 39 P×N R-B7 40 R-R8+ K-N2 41 R-QB8, when neither side has an advantage.

39 P×P N-B4

41 B-Q7 K-B1!

40 R-Q1 N-K2



Black already has to play carefully. Now 42 P-Q5 N×P 43 P-B5 is answered by 43... K-K2.

42 R-R1	R-N5	44 R-R7	K-B3
43 R-R8+	K-N2	45 P-Q5	N×P

If 45... P×P, then 46 R-N7.

46 B-K8 R×BP

46... N-K2 is weaker on account of 47 R-N7. But now the draw could have been agreed.

47 R×P+	K-K4	48 R×P	...
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The following forced continuation was now possible: 48... N-B3 49 R-R8 N×B 50 R×N R-QN5 51 R-KR8 K-B3 52 R-R6+ K-B2 53 R-R5 K-N3 54 R-K5 K-B3.

Drawn.

### Game 8. French Defence

*Karpov-Korchnoy*

October 2nd-3rd

1 P-K4	P-K3	6 B-N5	B-Q3
2 P-Q4	P-Q4	7 P×P	B×BP
3 N-Q2	P-QB4	8 0-0	N-K2
4 KP×P	KP×P	9 N-N3	B-Q3
5 KN-B3	N-QB3	10 P-B3	B-KN5

11 N(N3)-Q4 0-0

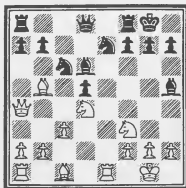
12 Q-R4 ...

Karpov adopts this continuation for the first, but not the last time (in the fourth game, he played 12 B-K2). Black can defend in various ways, as Korchnoy demonstrates in the subsequent games.

12 ... B-R4

Korchnoy was to play this in the three succeeding even games of the match, while in the sixteenth he gave preference to 12... Q-Q2. Another continuation which has been played is 12... N×N 13 N×N N-N3 14 P-KB4 P-QR3 15 B-Q3, with a clear advantage to White (Matanovic-Portisch, 1959).

13 R-K1 ...



13 ... Q-B2!

Already threatening 14... N×N, winning the KRP.

14 P-KR3 B-N3

The bishop is well placed at KN3, and White has to put in some work to transfer his bishop to B-Q3 in order to exchange it. For this reason, 14... P-QR3 would be incorrect, in view of the reply 15 B-Q3!

15 B-N5 P-QR3 16 B-KB1 ...

The exchange on K7 can be delayed, since all the same—Black will induce it himself.

16 ... P-R3 17 B×N ...

The correct plan. As was already mentioned in the notes to the fourth game, minor piece exchanges are to White's advantage. His next problem will be to exchange the white-squared bishops.

17 ... N×B!

17... B×B is weaker on account of 18 N×N P×N 19 N-K5 KR-B1 20 N×QBP.

18 QR-Q1 N-B3 19 B-Q3 B-R4!

Exploiting the position of the White rook at Q1, Black threatens 20... N×N, so that White can hardly avoid the weakening move P-KN4, which gives Black additional opportunities for counter-play.

20 P-KN4 B-N3 21 Q-B2! ...

White is perfectly correct to avoid the continuation 21 B×B P×B 22 N-K6 Q-B2 23 N×R Q×N(B6) 24 N×P Q×RP, when he is lost.

21 ... B×B 22 Q×B ...

White has achieved another exchange, but the chances are equal on account of his K-side weaknesses.

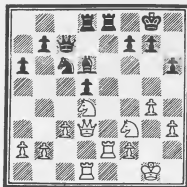
22 ... QR-Q1 23 R-K2 ...

White achieves nothing by 23 N×N P×N! 24 Q×P R-R1 25 Q-Q3 R×P.

23 ... KR-K1?!

Korchnoy was once again in time trouble and although he thought for 15 minutes here, he failed to find the best move. Karpov, on the other hand, had as usual a good deal of time in reserve, but after spending only 10 minutes over his next move, he for some reason failed to exploit his opponent's mistake.

By playing 23... B-B4! 24 N-B5 (24 N×N P×N) 24... Q-B5!, Black could have eliminated all danger.



Now, however, White could have exchanged a pair of rooks—24 R×R+ R×R—and then won a pawn by 25 N×N P×N (25... Q×N 26 Q×QP) 26 Q×RP, since Black no longer has the reply ... R-R1, as in the variation after his twenty-second move. Of course, Black would gain some initiative on the K-side, but then Karpov was not afraid to capture the QNP in the sixth game! Evidently his lead in the match was already beginning to tell, and he wanted to avoid risks at all costs.

24 N-B5                  R×R                  25 Q×R                  B-B5

Black controls his K6 and Q7 squares, which limits somewhat the manoeuvrability of his opponent's pieces.

26 R-K1                  P-KN3

It would perhaps have been more cautious to play first 26... K-B1, so as not to allow White to exchange another pair of minor pieces.

27 N-K7+!                  N×N                  30 R-Q1                  B-Q3

28 Q×N                  Q-N3                  31 Q-K2                  ...

29 K-N2                  K-N2

It is curious that, although White has not manoeuvred as well as possible, after the series of minor piece exchanges he nevertheless has a clear advantage. The position reached is similar to one which occurred in the fifteenth game of the Botvinnik-Bronstein World Championship Match (1951).

31 ...                  B-B2

In anticipation of the doubling of White's heavy pieces on the Q-file, Korchnoy defends his rook with his bishop.

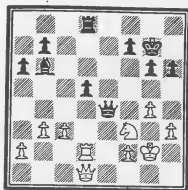
32 R-Q3                  Q-K3                  33 Q-Q1                  B-N3

A typical mistake in such positions. 33... P-QN4 suggests itself, once and for all preventing P-QB4, since preparation for it by P-QN3 involves further pawn exchanges.

34 R-Q2                  ...

On 34 P-B4, the simplest reply is 34... Q-KB3, simultaneously attacking both the QNP and QBP, since the Black rook is securely defended.

34 ...                  Q-K5                  35 P-N3                  ...



35 ... R-Q3

Alas, in time trouble Korchnoy loses his composure. After 35... P-KR4! Black could have exploited White's K-side pawn weaknesses, and obtained counter-play, e.g. 36 P×P P×P 37 P-B4 R-Q3 38 R×P R-N3+; 35... B-B4! 36 P-B4 P-Q5 was also quite good for Black. Now, however, White carries out the planned advance under favourable conditions.

36 P-B4 P-KR4

If 36... P-Q5, then 37 P-N4, and Black cannot play 37... P-Q6 as his rook is badly placed.

37 R×P ...

Some annotators thought that 37 P-N5 would have given White winning chances. In fact, he even wins a piece, but even then Black can quite easily draw. This is how the game would have proceeded: 37... P-Q5 38 P-N4 B-Q1 39 P-B5 R-Q4 40 R×P R×R 41 Q×R+ Q×Q 42 N×Q B×P 43 P-B6 P×P 44 N×P B-B5 45 P-QR4 (or 45 K-B3 B-B2 46 K-K4 K-B3 47 K-Q5 K-N4!) 45... B-B2 (but not 45... K-B3 46 P-R5 K-K3 47 P-N5 K-Q3 48 N-Q8) 46 P-R5 K-B3 47 P-N5 P×P 48 P-R6 B-N3 49 P-R7 B×P 50 N×B P-N5.

37 ...	R×R	39 P×Q	P×P
38 Q×R	Q×Q	40 P×P	K-B3

Black's superior king position assures him of a draw.

41 K-B1	K-K2	43 N-K4	...
42 N-Q2	B-B2		

Or 43 N-B4 P-QN4.

43 ... P-B4

The saving move. If White had managed to play P-KN5, then he would have had a won position. But now the White knight must retreat from its central position, and the Black king can approach the QP.

44 P×P P×P 46 N×P+ K×P

45 N-B5 K-Q3 47 P-N4 ...

Here the scoresheets could already have been signed ...

47 ... K-B5 50 N-B5 K×P

48 N-B5 B-N3 51 N-N3 K-R6.

49 N×P K-N4

Drawn.

### Game 9. English Opening

*Korchnoy-Karpov*

October 4th-5th

1 P-QB4 N-KB3 2 N-QB3 P-K4

Karpov is evidently not quite satisfied with the positions he has obtained in the Queen's Indian, and, in any case, he wishes to confront his opponent with new problems in the opening.

3 N-B3 N-B3 4 P-KN3 B-N5

This system became especially popular after the game Botvinnik-Basman (Hastings 1966/7).

5 B-N2 0-0 6 0-0 P-K5

Basman continued 6...R-K1, on which there followed 7 P-Q3 B×N! 8 P×B P-K5, and in this game White did not manage to gain an advantage. Later it was established that 6...P-K5 (forcing 7 N-K1) is stronger, as played by Karpov.

7 N-K1 ...

With the threats of 8 N×P and 8 N-Q5.

7 ... B×N 8 QP×B ...

8 NP×B, followed by P-Q3, deserved consideration. Now Black's outpost in the centre (his KP) is less vulnerable, and he is justified in counting on an equal game.

8 ... P-KR3!

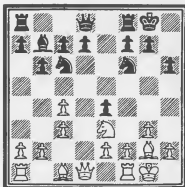
By preventing B-N5, Black reinforces his central pawn.

9 N-B2

P-QN3

10 N-K3

B-N2



11 N-Q5 ...

This move leads to simplification. A more natural plan, restricting Black's possibilities, was 11 P-N3, followed by P-QR4, R-R2 and P-B4!

11 ... N-K4 12 P-N3 ...

White achieves nothing by 12 Q-Q4 R-K1 (13 N×N+ Q×N 14 B×KP P-B4!).

12 ... R-K1 14 R-R2 ...

13 P-QR4 P-Q3

14 P-R5 P×P 15 R×PP-B3 could have led to complications, but the simple 14 P-B4! P×P e.p. 15 P×P or 14... N×N (14... N(K4)-Q2 15 N-K3) 15 P×N N-Q2 16 P-B4 would have given White good prospects.

14 ... N(K4)-Q2 15 P-R3 ...

Here again he should have played 15 P-B4!

15 ... P-QR4

Now Black will have a passive position on the Q-side. The alternative was the apparently modest 15... P-R3, which, however, would allow him to play ... P-QN4 at the appropriate moment (e.g. in reply to 16 P-R5).

16 B-K3

N×N

17 P×N

Q-B3

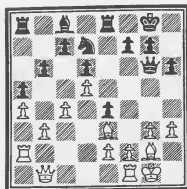


18 P-QB4

Q-N3

19 Q-N1

B-B1



20 B-Q4 ...

White misses the chance to open up the Q-side by 20 P-QN4! P×P 21 Q×NP R-R4 22 Q-N3! N-B4 23 Q-B2 B-Q2 24 KR-R1 followed by 25 B-Q2 and 26 P-R5 (if 24 ... KR-R1, then 25 B×N and 26 B×P).

20 ... N-B4 22 R-N1 P-R4

21 K-R2 B-Q2

Having secured his Q-side, Black restricts White's pieces on the K-side too.

23 R-N2 R-K2 27 R-B3 QR-K1

24 Q-QB1 Q-B4 28 R-KB1 K-N1

25 Q-K3 P-KB3 29 Q-B1 Q-N4

26 R-B2 K-B2

In the endgame, as well as in the middlegame, Black has nothing to be afraid of.

30 Q×Q P×Q 31 R-K3 K-R2

The remainder of the game is of little consequence.

32 R-KR1 K-N3 33 K-N1 N-R3

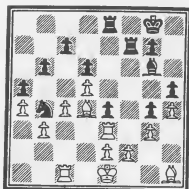
Just in case, Black moves his knight to QN5, where it will restrict still further the White pieces.

34 K-R2 N-N5 37 K-N1 K-R2

35 R-QB1 P-N5 38 K-B1 B-N3

36 P-R4 B-B4 39 K-K1 R-B2

40 B-KR1 K-N1



41 B-KN2 ...

If 41 K-Q2, 41 ... R(B2)-K2 is Black's simplest reply.

41 ... K-R2 42 B-KR1

Drawn.

## Game 10. French Defence

*Karpov-Korchnoy*

October 9th-10th

1 P-K4	P-K3	5 KN-B3	N-QB3
2 P-Q4	P-Q4	6 B-N5	B-Q3
3 N-Q2	P-QB4	7 0-0	...
4 KP×P	KP×P		

7 P×P is more accurate, since Black should now have played

7 ... P×P. This is explained in the notes to the fourth game of the match.

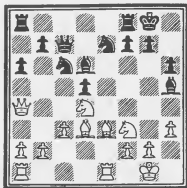
7 ...	N-K2	11 P-B3	B-KN5
8 P×P	B×BP	12 Q-R4	B-R4
9 N-N3	B-Q3	13 B-Q3	...

10 N(N3)-Q4 0-0

Karpov varies his opening play, but that is all. In the eighth game he played 13 R-K1, in the twelfth and sixteenth games (after

12... Q-Q2)—first B-K3, and in the fourteenth—as in the present game. After Black's next move, the simplifying manoeuvre B-KN5×N is no longer possible.

13 ...	P-KR3	15 KR-K1	Q-B2
14 B-K3	P-R3	16 P-KR3	...



16 ... N-R4

On this occasion White attempts to play this variation in simple fashion, but he fails to achieve his main goal—the exchange of minor pieces. And now Black tries to seize the initiative by moving his knight to QB5, but it still results in the mutual elimination of minor pieces.

17 N-R4 ...

Karpov avoids the line 17 QR-Q1 N-B5 18 B-QB1 P-QN4 19 Q-B2 B-B4! 20 P-KN4 (20 P-QN3 N-Q3) 20... B-KN3 21 B×B P×B 22 K-N2 R-B2, which indeed gives him no advantage.

17 ... N-B5 18 Q-B2 ...

The variation 18 N(Q4)-B5 N×P 19 Q-Q4 N×N 20 N×N B-K4 was not dangerous for Black.

18 ... N×B

Black goes in for a forced variation, with the aim of activating his king's bishop.

19 R×N B-R7+

Now White's KBP will be undefended in certain variations. 19... B-B4 20 QR-K1 N-B3 was weaker on account of 21 P-KN4!

20 K-R1 B-B5

22 N(R4)-B5 N×N

21 R(K3)-K1 B-N4

23 N×N ...

23 B×N was worth considering. After, for instance, 23...B-B3 24 P-KN4 B×N 25 BP×B Q×Q 26 B×Q B-N3 27 B-N3 B-K5+ 28 K-R2 KR-Q1 29 R-K3 followed by P-B3, White has a slightly favourable ending.

23 ... B-N3

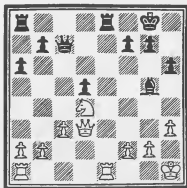
Parrying the possible threat of N-N3.

24 N-Q4 ...

White could, if he wished, play 24 R-K2, as after ... B×N the ending with opposite-coloured bishops is again in his favour.

24 ... B×B 25 Q×B KR-K1

Thus six of the minor pieces have been exchanged, which is favourable for White. But in this game he does not succeed either in creating pressure on the QP, or in seizing the K-file. Black's position is tenable.



26 Q-B3 ...

Also after 26 R-K2 Q-N3 27 QR-K1 R-K5! Black maintains the balance.

26 ... Q-N3 27 R-K2 B-B3

27...R-K5! was even stronger.

28 R-Q1 R-K5 29 N-B5 ...

Of course, White gains no advantage by 29 R×R P×R 30 Q×P Q×P.

29 ... QR-K1

Black's pressure down the open file insures him against any surprises. It is already White who must exercise caution.

30 N-K3 ...

Or 30 R×RP×R 31 Q-K2 Q-K3 32 N-Q6 R-Q1 33 N×NPR×R+ 34 Q×R Q×QRP.

30 ... Q-K3 32 R-Q4 ...

31 R×P B-N4

A dubious move. He should have sensibly forced a draw by 32 R(K2)-Q2 B×N 33 P×B R×P 34 Q-B4, or 32 Q-B5, which is even safer. After the move played it is not Black, but White, who will have an isolated pawn.

32 ... R×R 34 N-B4 ...

33 P×R Q×QRP

Karpov is quite correct to avoid the continuation 34 Q×P Q-N8+ 35 K-R2 Q-Q6.

34 ... R-Q1 35 Q-Q3 P-N4

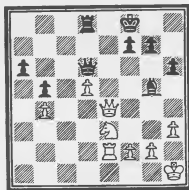
35...B-B3 36 P-Q5 P-QN4 37 N-K3 Q-R8+ 38 N-Q1 gives Black no advantage.

36 N-K3 Q-K3 38 P-QN4 Q-Q3

37 P-Q5 Q-Q2 39 Q-Q4 K-B1

Intending to meet 40 N-B5 with 40...B-B3.

40 Q-K4! ...



A clever trap, into which Korchnoy falls, even though he had

minutes left on his clock. After 40... P-N3! White would have been in a difficult position. Korchnoy is let down by his well-known liking for accepting sacrifices.

40 ...	B×N	42 Q-R7!	...
41 R×B	Q×QP		

The insecure position of the Black king is ample compensation for the pawn.

42 ...	P-B3	43 K-N1	...
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He could have played 43 R-QB3 R-K1 44 P-B4, closing the QN8-KR2 diagonal, when Black has no useful move.

43 ...	Q-R7	44 K-R2	Q×P
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Any activity on the part of the black queen will always involve the loss of his KNP, but on 44... Q-N1 there follows 45 Q-B5.

45 R-KN3	Q-B5	47 Q-N7	P-KR4
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46 Q×NP+	K-K1		
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If 47... R-Q6, then 48 Q-B8+ K-K2 49 Q-N7+ K-K3 50 Q×P+, etc., with a draw.

48 Q-B6+	R-Q2	50 Q-B5+	K-Q1
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49 Q-B8+	K-K2	51 Q×RP	R-Q6
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Black has apparently diverted the White queen in order to make this attack with his rook, but he will have to retreat it almost immediately.

52 Q-R8+	K-B2	56 Q-B7+	K-N3
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53 Q-R7+	R-Q2	57 Q-K6+	K-N2
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54 Q-B2+	K-N2	58 Q-K7+	K-N3
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55 Q-N3	R-Q5		
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Drawn.

## Game 11. Queen's Indian Defence

*Korchnoy-Karpov*

October 11th-12th

1 P-Q4 ...

Korchnoy too wants to vary his openings.

1 ...	N-KB3	4 B-N2	B-N2
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2 N-KB3	P-K3	5 P-B4	B-K2
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3 P-KN3	P-QN3	6 N-B3	O-O
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The attempt at avoiding P-K4 has led to the same Queen's Indian Defence, but it is here that Korchnoy makes a new move.

7 Q-Q3 ...

7 Q-B2 was played in the fifth game, and Korchnoy reverted to it in the twenty-first. Apparently he realized that his queen was less well placed at Q3 than at QB2.

7 ... P-Q4 9 N×N ...

8 P×P N×P

After 9 P-K4 N-N5 followed by 10...B-R3 White gets into difficulties. 9 0-0 N-Q2 10 P-K4 N×N 11 P×N N-B4 is also unfavourable for him.

9 ... P×N 11 B-B4 ...

10 0-0 N-Q2

Regarding 11 R-Q1, see the thirteenth game.

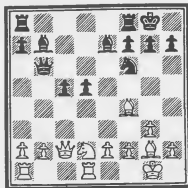
11 ... P-QB4 12 P×P P×P

After 12 ... N×P, White would have a theoretical advantage due to Black's isolated QP, but it would hardly be of great practical importance. Black's knight would occupy an excellent square at K5, blocking the attack by the white bishop on his QP.

13 KR-Q1 N-B3 15 N-Q2 ...

14 Q-B2 Q-N3

White plans 16 P-K4 P-Q5 17 N-B4.



15 ...

KR-K1

If now 16 P-K4, then 16...P×P 17 N×P N×N 18 B×N B×B 19 Q×B B-B3 with a good game for Black.

16 Q-N3! Q-R3!

Avoiding the ending, which would be in his opponent's favour.

17 P-K3 ...

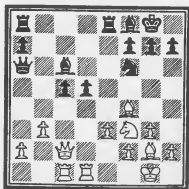
17 N-B1 deserved consideration.

17 ... B-B3 18 Q-B2 B-R5

Black could have equalized without any great risk by the following pawn sacrifice: 18...P-Q5 19 B×B Q×B 20 P×P N-Q4 21 B-K3 N×B 22 P×NB-N4 23 N-B1 R×P 24 Q×BP Q-B6, or, as Polugayevsky suggested, 23...B×P+ 24 N×B R×N 25 Q×BP Q-K5. If 19 P-K4 then 19...N-R4. The move played involves a loss of time.

19 P-N3 B-B3 21 N-B3 ...

20 QR-B1 B-B1



21 ... B-N2

If Black tries to prevent the manoeuvre B-K5-R1 by 21...N-Q2, then after 22 R×P! B×R 23 N-N5 N-B3 24 B×B White regains the sacrificed material with interest, while maintaining his attack.

22 B-K5! ...

Now Korchnoy obtains an advantage.

22 ... N-K5 23 B-R1 QR-Q1

This makes Black's defence more difficult. A sharp variation could have arisen after 23...QR-B1! 24 N-K5 N-B3, and if 25 N-Q3, then



25... P-Q5! 26 P×P P×P 27 Q-N2 N-K5! (28 Q×P N-N4), when White is forced onto the defensive.

24 N-K5            Q-QN3            25 B×N            ...

Korchnoy misses a good chance to complicate the game by 25 P-QN4! For example, 25... P×P 26 Q-B7 P-B3 27 Q-B7+ K-R1 28 N-Q7 Q-N4 29 N×P N×N 30 B×N Q-Q2 31 R-B7 Q×Q 32 R×Q P×B 33 R×B(N7), or 26... N-B6 27 Q×P+ K-R1 28 B×N P×B 29 B×P, or, finally, 26... Q×Q 27 R×Q B-R1 28 N×P R-QB1 29 R×P.

25 ...            P×B            26 Q-B4            Q-B2

Other defences were less satisfactory: 26... R-K3 27 N-Q7, or 26... Q-K3 27 Q×Q P×Q 28 N-Q7.

27 P-QN4            ...

This move could have left White in a dangerous situation. 27 Q-K2 followed by N-B4 would have been safer.

27 ...            R×R+

Here is the line which Black wrongly avoided: 27... B-Q3! 28 N-N4 P×P!! 29 Q-Q4 (29 Q×Q B×Q 30 R×R B×R) 29... B-K4! 30 R×Q R×Q! (Polugayevsky).

28 R×R            B-B1

The gain of material (28... R×N 29 B×R Q×B) failed to 30 R-Q7, with a double attack on the bishop and the KBP.

29 P×P            ...

Nothing is gained by the combination 29 R-Q7 B×R 30 Q×KBP+ K-R1 31 N×B R-R1, when Black is out of danger.

29 ...            B-K3

29... R×N 30 B×R Q×B was again not possible, on account of 31 R-Q8 B-R6 32 Q-Q4 Q-K3 33 Q-Q6 Q×Q 34 P×Q and White must win. Also bad were 29... Q×P 30 Q×BP+, and 29... B×P 30 R-QB1.

30 Q-R4            R-B1            32 Q-R6            B-Q4

31 B-Q4            P-B3

A simpler way to equalize was by 32... R-K1 33 N-B4 B×P (33 Q-B6 R-K2; or 33 N-B6 B-N5 followed by ... R-K3).

33 N-B4            ...

If 33 B-N2, then 33... Q-N2! (but not 33... Q×P? 34 B-R3!!) 34 Q×Q B×Q (Polugayevsky).

33 ... Q-B3

33... B×P 34 B×B Q×B 35 R×B Q×N is bad for Black on account of 36 R-Q8+.

34 Q×Q R×Q

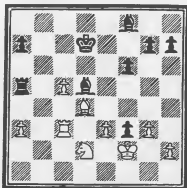
Now Black is a pawn down, but the chances are equal due to his two bishops, better-placed king, and the weaknesses in White's K-side pawns.

35 R-QB1 ...

If 35 N-R5 R-B2! 36 N-N3, then Black would simply begin to advance his king.

35 ...	K-B2	38 N-Q2	K-Q2
36 P-QR3	R-R3	39 P-B3	P×P
37 R-B3	K-K3	40 K-B2	R-R4

40... R-R5 suggests itself, when White cannot play P-K4.



41 P-K4 B-B3 42 K×P K-K3

After 42... R-R5 43 K-K3 P-N3! 44 B×P R×RP 45 R×R B×BP+ 46 B-Q4 B×R 47 B×P B-B8 the ending must finish in a draw. In this level position, Karpov plays for a win: dangerous tactics when a pawn down.

43 K-K3 R-R5 44 R-N3! ...

Freeing the square QB3 for his king.

44 ... P-N3

On 44... B-K2 there could follow 45 N-N1!

45 K-Q3	P-QR3	47 K-B2	P-B4
46 B-K3	B-N4+		

Black is forced to try something active, but now White gets rid of his weak KP, which also restricts his pieces.

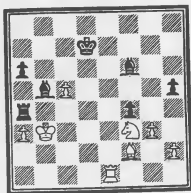
48 P×P+	P×P	51 R-KB3	K-K3
49 B-B2	B-N2	52 R-K3+	...
50 R-K3+	K-Q2		

Korchnoy repeats moves so as to gain time.

52 ...	K-Q2	55 R-K3+	K-Q2
53 R-KB3	K-K3	56 N-B3	B-KB3
54 K-N3!	P-KR4	57 R-K1	...

Very strong was 57 N-K5+! K-B1 58 N-B7 P-B5 59 N-Q6+ K-Q2 60 P×P R×BP 61 B-N3, with winning chances, but even now white has a significant advantage.

57 ... P-B5



58 N-K5+ ...

Too late. This check should have been made a move earlier. Now Black succeeds in exchanging off his KBP under favourable circumstances. Although Korchnoy had plenty of time in reserve, in his tired state he failed to find the elegant sacrifice 58 B-Q4! which would still have allowed him to play for a win. For example, 58... B×B 59 R-Q1 K-B3 (59... B-K7 60 R-Q2!; 59... P×P 60 N×B K-B2 61 P×P) 60 R×B! R×R 61 N×R+ K×P 62 N-K6+.

58 ...	K-B1	60 N-Q6+	K-Q2
59 N-B7	P×P	61 P×P	...

Or 61 B×P P-R5, restricting White's pieces.

61 ...	R-KN5!
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Intending to transpose into a drawn rook and pawn ending.

62 N×B	P×N	64 R×P	B-Q5!
63 R-KR1	K-B3!	65 B×B	R×B

Even with two extra pawns, a rook and pawn ending is not necessarily won!

66 R-N5	R-K5	68 K-N2	...
67 P-N4	R-R5		

Karpov gave the following interesting drawing line: 68 R-N8 K×P 69 P-N5 R-KN5 70 P-N6 R-N6+ 71 K-B2 K-B5 72 P-N7 R-N7+ 73 K-Q1 K-N6 74 P-R4 R-N8+ 75 K-Q2 R-N7+ 76 K-Q3 R-N6+ 77 K-K4 P×P 78 R-N8+K-B7 79 P-N8=Q R×Q 80 R×R P-R6.

He could also have played 70...K-B3 71 K-B3 K-N2 72 K-Q3 R-QR5 73 K-K3 R×P+ 74 K-B4 R-R8 75 R-K8 R-KN8 76 R-K6 K-B2 77 K-B5 K-Q2 78 R-K5 P-N5 79 K-B6 (79 R-N5 K-K2) 79...R-B8+ 80 K-N7 K-B3.

68 ...	R-KB5	71 K-B3	R-B6+
69 K-B2	R-B6	72 K-Q4	R-B5+
70 K-N2	R-B7+		

Black ignores the QRP: Enemy No. 1 is the QBP.

73 K-K5	R-R5	74 R-N8	R×RP
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With the QBP doomed, Black can now concern himself with the QRP.

75 P-N5	K×P	79 K-K6	R-KN6
76 P-N6	R-KN6	80 K-B7	K-R6
77 R-QB8+	K-N5	81 P-N7	...
78 K-B6	R-KB6+		

Drawn.

The first of those difficult and drawn-out games of the match, in which Karpov demonstrated his inventiveness and tenacity in defence.

## Game 12. French Defence

*Karpov-Korchnoy*

October 14th

1 P-K4	P-K3	5 KN-B3	N-QB3
2 P-Q4	P-Q4	6 B-N5	B-Q3
3 N-Q2	P-QB4	7 0-0	...
4 KP×P	KP×P		

As already mentioned, 7 P×P is preferable (cf. game 4).

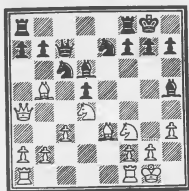
7 ... P×P

At last Korchnoy selects the correct order of moves, but since in previous games Karpov all the same placed a knight on Q4, the result is merely a transposition of moves.

8 N-N3	N-K2	11 Q-R4	B-R4
9 N(N3)×P	0-0	12 B-K3	...
10 P-B3	B-KN5		

Karpov once again varies his play, but this time less successfully, since now the move B-KN5 loses its point. As a result Black economizes on P-KR3, and without delay moves his queen's knight to QB5. Regarding 12 B-Q3, see games 10 and 14; and for 12 R-K1 game 8.

12 ... Q-B2      13 P-KR3 ...



13 ... N-R4!      14 B-Q3 ...

On 14 QR-Q1 Black cannot reply 14...N-B5 immediately, on

account of 15 B×N Q×B 16 Q×Q P×Q 17 N-QN5 B×N 18 P×B B-N1 19 B-B5, but by 14... P-QR3 15 B-Q3 N-B5 16 B-B1 N-K4 he can gain a slight initiative.

14 ... N-B5!

Ignoring the threat of 15 N-QN5, Korchnoy goes in for lively piece play, which concludes in surprising fashion in a quick draw.

15 N-QN5 Q-Q2

Perhaps Black should have avoided the following drawing line and gone in for the less definite 15... Q-B3 16 N(B3)-Q4 Q-Q2, and if 17 B×N P×B 18 Q×BP B-N1, when for the sacrificed pawn he has some positional compensation.

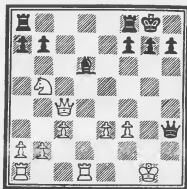
16 B×N P×B 17 KR-Q1 N-B4

After 17... P-QR3 18 R×B Q×N 19 Q×Q P×Q 20 N-Q4 White has the advantage.

18 Q×BP B×N 20 P×B Q×P!

19 P×B N×B

Black was unable to save his bishop, but now White cannot avoid perpetual check.



21 N×B ...

Or 21 R×B Q-N6+ 22 K-B1 Q×P+ 23 K-N1 P-QR3, and the White knight cannot retreat in view of the threat of Q-N6+ and Q×R.

21 ... Q-N6+ 23 K-K1 Q-N6+!

22 K-B1 Q×P+

This forces the draw, as the White king cannot move onto the Q-file on account of 24... Q×N+.

Drawn.

### Game 13. Queen's Indian Defence

*Korchnoy-Karpov*

October 16th-17th

1 N-KB3	N-KB3	5 P-B4	B-K2
2 P-Q4	P-K3	6 N-B3	0-0
3 P-KN3	P-QN3	7 Q-Q3	...
4 B-N2	B-N2		

Korchnoy repeats the variation from the previous odd-numbered game.

7 ...	P-Q4	10 0-0	N-Q2
8 P×P	N×P	11 R-Q1	...
9 N×N	P×N		

In contrast to the above-mentioned game, Korchnoy does not play 11 B-B4. From the subsequent play it is not clear that this gives White any advantage.

11 ...	R-K1	12 B-K3	...
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It is unlikely that the bishop is better placed here than at KB4.

12 ...	B-Q3
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Also possible was 12... P-QB4 13 P×P P×P 14 N-K1 N-N3 15 QR-B1 R-QB1.

13 QR-B1	P-QR4	15 N-K1	...
14 Q-B2	P-QB3		

It is interesting to recall that the position now bears a certain resemblance to the game Zamikhovsky-Botvinnik (1931), in which, however, the other pair of knights was still on the board. White's manoeuvres seem rather unconvincing.

15 ...	N-B3	17 N-N2	P-R3
16 B-B3	R-QB1	18 B-B4	...

If 18 N-R4, then 18... Q-Q2. All that White has achieved by his manoeuvring is the exchange of the black-squared bishops, but Karpov

has succeeded in positioning his pieces sensibly, and at last makes an active advance.

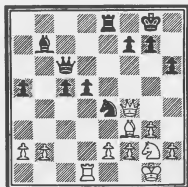
18 ... P-B4 20 P×P R×BP  
19 B×B Q×B

Black is on his guard! After 20... P×P White could advantageously carry out the undermining move 21 P-K4 (21... P-Q5? 22 P-K5).

21 Q-Q2 N-K5

Black skilfully exploits the activity of his pieces. Now White has a choice, between 22 Q-Q4 Q-B2 or 22 B×N R×B, neither of which is dangerous for Black, and the move actually played. Korchnoy offers the exchange of queens, but his opponent naturally avoids the ending on account of his isolated QP.

22 Q-B4 Q-QB3 23 R×R P×R



24 N-K3 ...

Riskily played. More cautious was 24 R-QB1, removing the rook from the line of a possible attack.

24 ... P-Q5 25 N-B4 Q-R5!

Now Black takes the initiative, and it is difficult for White to parry his threats.

26 R-QB1 ...

Let us consider the alternatives: 26 P-N3 Q×RP 27 B×N B×B 28 N-Q6 Q×KP 29 Q×BP+ K-R2 30 R-R1 B-N3; 27 N-K5 N-N4; 26 Q-B1 Q×P 27 B×N R×B 28 N-Q6 Q-Q4 29 N×R Q×N



30 P-B3 Q×KP, in each case with advantage to Black. True, in this latter variation 29 N×B Q×N 30 Q×BP leads to an equal ending, and Polugayevsky is possibly correct in suggesting 26...B-R3 against 26 Q-B1.

26 ... N-N4!

Of course, Black could not play 26...Q×P on account of 27 B×N B×B 28 N-Q6. But now he threatens 27...N-R6+.

27 Q-B5 N×B+

Apparently the correct decision, since now Black essentially creates an extra passed pawn in the centre, but unexpectedly the White pieces take up good positions. Black could have kept a big advantage by 27...B×B! 28 P×B Q×P 29 Q×QBP N×P+ 30 K-N2 Q-N6! (suggested by Karpov) 31 N×P Q-Q6.

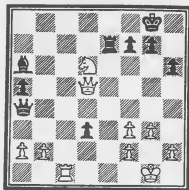
28 P×N B-R3

28...Q-B3 29 N-Q2 (29 K-N2 Q-B2) 29...R-QB1 was nevertheless stronger.

29 N-Q6 R-K2 30 Q×QBP P-Q6

Now White has an extra pawn, but Black's dangerous passed pawn gives him equal chances.

31 Q-Q5 ...



31 ... Q-QN5

After 17 minutes' deliberation, Karpov decides to play for a win, obviously taking into account the fact that his opponent is short of time.

On this occasion too, such a decision does not justify itself. After 31... Q-B7 32 R×Q R-K8+ 33 K-N2 P×R, the two threats of 34... B-B8+ 35 K-N1 B-R6 mate, and 34... P-B8=Q, force White to give perpetual check by 34 Q×BP+, etc.

32 K-N2 Q×P

Here, too, Black could have drawn by 32... P-Q7! 33 R-Q1 R-K8 34 Q×BP+, or 33 R-B6 P-Q8=Q 34 Q×Q R-K8 35 Q×R Q×Q 36 R×B, whereas now he finds himself in difficulties.

33 R-B6 Q-K4 34 Q×Q ...

White misses a win, both in the prosaic variation 34 N-B8 B×N 35 R×B+ K-R2 36 Q×QP+ P-N3 37 Q-Q8, or 34... R-K1 35 Q-Q R×Q 36 R×B R-K1 37 N-R7 R-Q1 38 N-N5, as well as by 34 Q-N3 P-Q7 35 R×B Q-K7 36 N×P!! (suggested by A. Kremenetsky). Instead of this, 36 R-R8+ K-R2 37 Q-B2+ P-N3 38 Q-N2 R-K4 (or 38 Q-B8 Q×P (B6)+) is insufficient, whereas after the sacrifice offered the following variations are possible: 36... Q×R (36... R×N 37 R-R8+ K-R2 38 Q×R; 36... P-Q8=Q 37 N×P++ and 38 Q-KN8 mate) 37 N-N5+ K-B1 38 Q-QN8+! R-K1 39 Q-B4+ K-K2 (39... Q-KB3 40 N-R7+ K-B2 41 N×Q P-Q8=Q 42 N×R+ K×N 43 Q-K5+ and 44 Q×RP, with three extra pawns) 40 Q-QB7+ K-B3 41 Q-B7+ K×N 42 P-KR4 mate, or 41... K-K4 42 Q×R+.

34 ... R×Q 35 N-K4 ...

The only way to stop the pawn.

35 ... B-N4

Black is playing with fire! 35... B-N2 followed by 36... B×N would have given him equal chances.

36 R-Q6 P-B4 38 P-B4 R-B4  
37 N-B3 B-B5 39 K-B3 K-B2

In time trouble, Karpov misses the chance to force an immediate draw: 39... B×P! 40 N×B R-B7.

40 K-K3 K-K2

Even now it was not too late for 40... B×P 41 N×B R-B7 42 R-Q5 R×N 43 R×BP+ K-K3, and a draw is inevitable.

41 R-QN6 R-B1

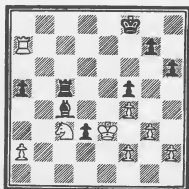
In the heat of the battle, Karpov continues to play for a win.

Meanwhile, Black's four weak pawns (at QR4, Q6, KB4, and KN2), his passive king position, and the lack of a secure position for his bishop

give White the advantage in the ending. Here too, now after the time control, Black should have played for a draw by 41... B×P 42 N×B R-B7 43 R-N5 R×N 44 R×BP R-K7+ 45 K-B3 P-R5 46 R-Q5 R-Q7 47 K-K3 R-K7+.

42 R-N7+      K-B1

43 R-R7      R-B4



44 P-KR4      P-R4      45 P-R3      ...

For the moment, White must control the Q2 square with his king. After 45 K-Q4 R-B1 46 R×RP? P-Q7 47 R×P+ B-B2 (47... K-N1 48 K-K3 R-Q1 is also sufficient). White loses a piece, when there is no question of him winning the game.

45 ...      B-R3!

In this way Black cleverly defends his QRP. The ending resulting after 46 R×B R×N 47 R×P P-N3 is most probably a draw.

46 K-Q2      R-B3      47 R-Q7      ...

The rook must be transferred to the fifth rank.

47 ...      B-B5

Defending his Q4 square for the moment.

48 N-Q1      B-N4      50 R-Q5!      R-N3

49 N-K3      P-N3      51 N-Q1      K-B2

By threatening an intrusion with his rook onto the seventh rank via QN7, QB7 or K7, Black makes things as difficult as possible for his opponent.

52 N-N2      B-R3      53 N-R4      R-QB3

54 R-B5	R-K3	56 N-B5	B-B5
55 R-K5	R-QB3	57 N-R4	...
57 N×P R-Q3	58 R-K3 P-R5	59 K-B2 B×N+	60 R×B R-N3
61 R-Q4 R-N6 62 R×P R-KB6 is most probably a draw.			
57 ...	B-R3	61 N-Q1	R-K3
58 R-B5	R-K3	62 N-K3	R-N3
59 R-B7+	K-K1	63 R-B5	...
60 N-B3	R-N3		

In order to set up a passed QRP, White is forced to allow Black's rook onto the seventh rank. Now a new phase of the ending begins: Black has to contend with an outside passed pawn.

63 ...	R-N7+	66 K×P	R-B6
64 K-B3	R×P	67 K-Q4	K-Q2
65 R×RP	B-N2		

Now at last the Black pieces are almost as active as White's. Moreover, Black will without doubt win back his pawn, but nevertheless White still has a passed pawn.

68 N-B4	R×NP	70 R-B5+	K-N1
69 P-R4	K-B2	71 N-K5	...

Threatening to win a piece: 72 N-Q7+ K-R2 73 R-R5+ B-R3 74 N-B5.

71 ...	B-K5
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Here the bishop occupies a strong and active position; it controls QR1, subsequently defends his KBP, and limits the activity of White's pieces.

72 R-B3	R-N8	73 K-B5	K-B2!
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Karpov rejects the defensive plan associated with 73 ... K-R2 (the White king must not be allowed in at QN6), fearing that after the hostile king's march to the KNP, Black will be unable to save the game. Therefore he takes his king over to the rear of the enemy pawns on the opposite wing, and thanks to this gains the necessary counter-play.

74 ♀-R5	R-QR8	77 K-R5	R-QR8+
75 K-N5	K-Q3!	78 K-N6	R-QN8+
76 P-R6	R-QN8+	79 K-R7	K-Q4!

Black consistently carries out his plan.

80 R-B6	R-KB8!
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At just the right moment! Black exploits the fact that the White

knight is tied to the defence of the rook, and that 81 N×P is thus impossible. 80... K-Q5 would have been weaker on account of 81 R-N6.

81 K-N6 K-Q5

Not, of course, 81... R×P? 82 P-R7.

82 R-B4+ K-K6

Now White will be tied to the defence of his KBP and KRP, and Black may consider himself safe.

83 R-R4 B-R1!

Not, of course, 83... R×P on account of 84 N-B6, or 83... K×P in view of 84 P-R7 (followed by 85 R×B). As soon as White's king has moved away from the QR8 square, and his rook stands behind his passed pawn, the blockading of QR1 by the bishop is the safest method of defence.

84 N×P K-B6

88 R-R3+ K-N5

85 K-B7 R-Q8

89 R-R5 R-QN8

86 P-R7 K-N5

90 R-R6 R-Q8

87 R-R6 K-N6

The rest is obvious, as a draw is now inevitable.

91 R-Q6 R-QR8

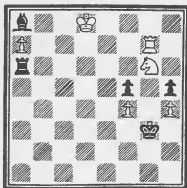
94 R-KN7 R-R3

92 K-N8 B-K5

95 K-B8 K-N6

93 R-Q7 K-B6

96 K-Q8 B-R1



Drawn.

## Game 14. French Defence

*Karpov-Korchnoy*

October 18th

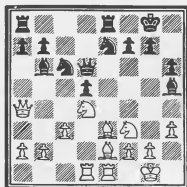
1 P-K4	P-K3	7 0-0	P×P
2 P-Q4	P-Q4	8 N-N3	N-K2
3 N-Q2	P-QB4	9 N(N3)×P	0-0
4 KP×P	KP×P	10 P-B3	B-N5
5 KN-B3	N-QB3	11 Q-R4	B-R4
6 B-N5	B-Q3	12 B-Q3	B-B4

A change in comparison with the tenth game, where 12...P-KR3 was played. There is a good idea behind the new move: Black increases the pressure on his Q5 square. Now White cannot reply with an immediate 13 B-K3, in view of 13...B×N(B6) 14 N×NN×N 15 B×B Q-N4.

13 R-K1	P-KR3	15 P-KR3	Q-Q3
14 B-K3	B-QN3	16 B-K2	KR-K1

Both sides have achieved a comfortable development, but how is White going to exchange the minor pieces? The reader already knows that this is his main problem in the Tarrasch Variation.

17 QR-Q1 ...



17 ... Q-B3 18 N-R2 ...

At last White finds a way to begin exchanges.

18 ... B×B 19 R×B N×N

It seems that Black too has no objections to simplification. 19... N-K4 deserved consideration, with more complicated play.

20 B×N Q-B3!

Exploiting the remoteness of the White knight from the centre, Black offers the exchange of queens at just the right time.

21 Q×Q ...

Karpov has no objection to a drawn ending; evidently the players were exhausted after the previous hard game, and wanted to have a rest. If he really wanted to, White could have played on with 21 Q-B2.

21 ... P×Q 22 QR-K1 B×B

Not, of course, 22... K-B1? 23 B×P+.

23 P×B K-B1 27 K-B1 R-N1

24 N-B3 N-N3 28 R-B2 R-N3

25 P-KN3 R×R 29 K-K2 R-R3

26 R×R P-B3 30 P-N3 K-K2

Drawn.

### Game 15. Reti Opening

*Korchnoy-Karpov*

October 23rd-24th

1 N-KB3 N-KB3 3 B-N2 B-B4

2 P-KN3 P-Q4 4 P-B4 P-B3

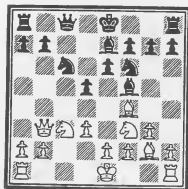
The drawbacks to Black's position after the opening of the QB-file were known as early as the 1920s. By 4... P-K3 Black could have avoided this, transposing into normal lines of the Reti; e.g. 5 P×P P×P 6 Q-N3 Q-B1 7 N-Q4 B-K5 8 B×B P×B 9 N-QB3 P-B4 10 N-B2 B-K2, with an equal game for Black.

5 P×P P×P 6 Q-N3! Q-B1

6... N-B3 7 Q×NP N-QN5 8 N-R3 would be in White's favour, but 6... Q-N3 (as Capablanca used to play in similar positions) deserved consideration, and seems quite satisfactory for Black.

7 N-B3 P-K3 9 B-B4 B-K2

8 P-Q3 N-B3



10 0-0 ...

Korchnoy thought for 43 minutes over this move, no doubt considering the consequences of 10 N-QN5. The variation 10...0-0 11 N-Q6 B×N 12 B×B R-Q1 13 B-B4 gives White a slight advantage thanks to his two bishops. After 10 R-QB1, on the other hand, Black could have defended as in the game: 10...B-N3 11 N-K5 N-Q2.

10 ...	0-0	12 N-K5	N-Q2
11 QR-B1	B-N3	13 N×B	...

Here too, White gains the advantage of the two bishops, but Black keeps his more valuable black-squared bishop. However, if White should succeed in opening the centre, his positional advantage may become quite serious.

13 ...	RP×N	14 P-KR4	...
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Nothing is gained by 14 P-K4 N-B4 15 Q-Q1 P×P! 16 N×P N×N 17 B×N Q-Q2. So for the moment White takes measures against ...P-KN4, and prepares to move his bishop to KR3.

14 ...	N-B4	16 P-Q4!	...
15 Q-Q1	Q-Q1		

In this way White gains a dangerous initiative in the centre.

16 ...	N-Q2	17 P-K4	N-N3
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At the present moment Black cannot exchange in the centre, since after 17...P×P 18 P-Q5! P×P 19 N×QP N-B3 20 N×N+ B×N 21 B×P or 18 N×PN-B3 19 N×N+ B×N 20 P-Q5 the game is opened up to White's advantage. But now Black is ready to make this capture.



18 P-K5 ...

A tempting move, which indicates that White is intending to decide the game by a K-side attack. But this plan involves a loss of time, and gives Black the opportunity for counter-play on the opposite side of the board. Meanwhile, after 18 P×P! N(N3)×P 19 N×N P×N 20 P-R5! P×P 21 Q×P all White's pieces would be actively placed, although Black could probably still hope to put up a successful defence.

18 ... R-B1 19 B-R3 ...

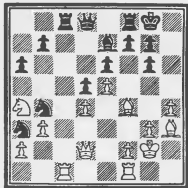
White underestimates his opponent's chances on the Q-side. 19 R-K1, followed by B-B1, suggests itself.

19 ... P-R3 21 P-N3 N-R6  
20 K-N2 N-B5

A fine idea! Now the position of White's knight is weakened, Black controls all the squares along the QB-file (except QB8), and all that remains for him to launch an attack is to transfer his heavy pieces onto this file.

22 N-R4 N-N5 23 Q-Q2 ...

A risky move. Essential was 23 N-B5 (23... B×N 24 R×B R×R 25 P×R), preventing Black from seizing his QB7 square.



23 ... P-QN4?

After this poor move Black is in danger of losing, and just at the point when he could have obtained strong pressure by 23... N(N5)-B7!, intending the further concentration of his forces on the Q-side (R-B3, Q-B2 and R-B1).

24 N-B5 ...

Now White threatens 25 Q×N and 25 Q-N2, as well as 25 N×KP P×N 26 B×P+ K-R2 27 R×R, so that Black's reply is forced.

24 ... B×N 25 P×B? ...

White "returns the compliment". Now Black gets some play again, whereas after 25 R×B he would have been in a sorry state. For example, 25... R×R 26 Q×N, or 25... P-R4 26 Q-B1. Therefore the only move would be 25... Q-R4, but then 26 KR-B1 R×R 27 R×R, and it is not apparent how Black can meet the threat of Q-K1 followed by B-Q2 (27... N-N8 28 Q-K1).

25 ... N-B3

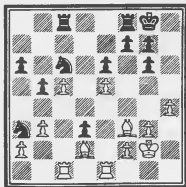
Now the QB-file is blocked, the knight at QR6 is saved, and in addition Black has acquired a passed pawn in the centre. And yet the position of the Black king remains insufficiently secure.

26 KR-K1 P-Q5 27 B-N4 Q-R4

Korchnoy, with only 13 minutes remaining on his clock, decides to exchange queens. Meanwhile, after 28 Q-Q3, with the threat of 29 P-R5, White could have maintained his attacking chances on the K-side. For example, 28... N-N5 29 Q-K4 (29 Q-Q2 N-B3) 29... N×P 30 P-R5 (suggested by Gufeld).

28 Q×Q N×Q 30 B-KB3 P-Q6  
29 B-Q2 N-B3

Now the knight at R6 has the square QB7.



31 R-K3 ...

White could have won the exchange by 31 B×N R×B 32 KR-Q1 N-B7 33 B-R5 R×P! 34 B-N4 R×P 35 B×R K×B 36 K-B1 R-Q4, but the resulting position is not unfavourable for Black.

31 ...	N-B7	34 B-K4	KR-B1
32 R×P	N×P	35 R-Q1	...
33 R-Q6	R×P		

After 35 B-B4 N-KN5 the chances are equal.

35 ...	N-B3	37 R-Q7	...
36 B-N5	P-R4		

Although White has lost a pawn, thanks to the activity of his pieces he is in no danger of losing.

37 ...	N(B3)-N5	39 B×N	P×B
38 R-N7	N-Q4	40 B-K7	...

And now White re-establishes material equality.

40 ...	R(B4)-B2	43 B×P	P-Q5
41 R×R	R×R	44 P-R4	...
42 B-Q8	R-Q2		

In this way White again loses a pawn. 44 K-B1 first was more cautious.

44 ...	P×P	46 B-N6	R×P
45 P×P	R-R2	47 K-B1	

Drawn.

White is again bound to win back his pawn. On 47... R-R3 there follows 48 B-B5, and Black cannot parry the moves 49 R-Q2 or 49 K-K2.

## Game 16. French Defence

*Karpov-Korchnoy*

October 25th-26th

1 P-K4	P-K3	7 0-0	P×P
2 P-Q4	P-Q4	8 N-N3	N-K2
3 N-Q2	P-QB4	9 N(N3)×P	0-0
4 KP×P	KP×P	10 P-B3	B-KN5
5 KN-B3	N-QB3	11 Q-R4	Q-Q2
6 B-N5	B-Q3		

Instead of 11... B-R4 (cf. the last four even-numbered games), Korchnoy at last makes the move which is recommended by "theory".

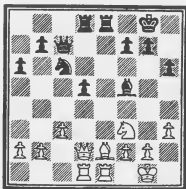
12 B-K3	P-QR3	14 Q×N	...
13 B-K2	N×N		

This exchange would appear to be in White's favour, but in the given situation, where Black can both defend his QP comfortably, and control his Q5 square, Black has a perfectly sound position.

14 ...	N-B3	16 QR-Q1	QR-Q1
15 Q-Q2	KR-K1	17 B-N6	B-B2

This new exchange is also harmless for Black, for the reasons given in the previous note.

18 B×B	Q×B	20 P-KR3	B-B4
19 KR-K1	P-R3		



21 B-B1	R×R!
---------	------

Diverting the White queen from the Q-file.

22 Q×R	Q-N3
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A useful move, as it strengthens his control over Q5, and at the same time attack's White's QNP.

23 R-Q2	B-K5!	24 Q-K2	N-R4
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Unexpectedly, Korchnoy tries to obtain an advantage. Meanwhile, the logical continuation, after all his previous play, was 24... B×N 25 Q×B P-Q5 with complete equality. Now, however, control of White's Q4 square passes to Karpov, and Black will have the difficulties normal for the Tarrasch Variation, when White has found the correct plan.

25 Q-Q1	Q-KB3	27 N-B3	N-B3
26 N-R2	Q-QN3		

It is clear that Korchnoy is playing for a win. He has rejected both the repetition of moves by 27... Q-KB3, and also the simplification of the position: 27... B×N 28 Q×B P-Q5, for which it was still not too late.

28 N-Q4      ...

In this position the exchange of the black-squared bishop for White's knight is not possible, and Karpov's advantage is clear, since he has seized control of his Q4 square. 28... N×N 29 R×N Q×P? is, of course, impossible on account of 30 R×B.

28 ...	N-K4	30 Q-K1	N-Q2
29 P-B3	B-N3		

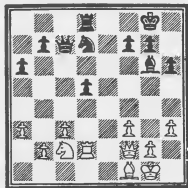
All with the same aim of avoiding simplification, although even here Black could have played 30... N-B5 31 B×N (or 31 R-K2 N×P) 31... P×B 32 Q-K7 B-Q6, when he has nothing to fear.

31 Q-B2	Q-R4	33 N-N3	B-B4!
32 P-R3	Q-B2		

Black exploits the fact that 34 R×P is not possible on account of 34... B-K3.

34 N-Q4	B-N3	35 N-B2	...
---------	------	---------	-----

Now it is White who rejects the repetition of moves. Of course, this could have led after 35... B×N to a clearly drawn ending, but Karpov probably took into account his opponent's aggressive frame of mind, and hoped to be able to move his knight to a better square.



35 ... N-B3?

It is clear that after 35...B×N 36 R×B N-K4 Black can safely transfer his knight to QB3, and then effect the advance PQ5.

36 N-K3 Q-K4

This gives White additional chances associated with the undefended position of the Black rook. 36...R-Q2 was necessary, although even then White has a slight advantage.

37 P-QB4! P-N4

Black's best chance! All other moves are weaker, e.g. 37...P-Q5 38 N-Q5! N×N 39 Q×P Q×Q 40 R×Q K-B1 41 P×N K-K2 42 R-QN4 P-N4 43 P-QR4 with an extra pawn for White, or 37...R-Q2 38 P×P N×P 39 P-B4! Q-K5 40 P-B5 B-R2 41 N×N R×N 42 R-K2 Q-QR5 43 Q-B4! Q-Q2 44 Q-N8+ Q-Q1 45 R-K8+, and mate next move.

38 P×QP ...

Karpov does not lose his sense of danger. After 38 P×NP P×P 39 B×P P-Q5 40 B-B1 P-Q6 Black has counter-play for the sacrificed pawn.

38 ... P-KR4

Not, of course, 38...N×P 39 P-B4, and White wins.

39 P-QR4 R-K1 40 P×P ...

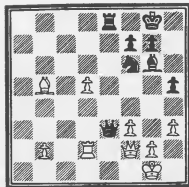
A perfectly justified piece sacrifice. After 40...Q×N41 Q×Q R×Q 42 P×P Black has difficulty in countering the three opposing passed pawns.

40 ... P×P 41 B×P ...

As the reader will have seen, throughout this game Karpov has not avoided drawing continuations, and here he seals a move which guarantees him a draw. After 41 N-Q1 (41...P-N5 42 B-B4), he would have kept his extra pawn.

41 ... Q×N

Black has no choice.



42 B×R ...

Having rested after the first session, Karpov decides to try to realize his slight practical winning chances. Meanwhile, he could have avoided any further struggle by 42 Q×Q R×Q 43 P-Q6 B-B4 44 P-Q7 B×QP 45 B×B N×B 46 R×N R-K7 47 R-N7 P-R5, which would have led to a drawn ending.

42 ...	Q×B	46 R-K1	B-K3
43 P-Q6	B-B4	47 K-R2	Q-N4
44 R-Q1	Q-N4	48 P-R4	...
45 Q-Q4	N-Q2		

Preventing... P-R5.

48 ...	Q-Q1	50 Q-K5?	...
49 P-QN4	N-B3		

This leads to a loss of his QP, although not to the loss of the game. He could have parried the threat of 50... N-Q4 by 50 R-K5.

50 ...	N-K1!	51 R-K4	...
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Karpov decides to keep his KRP and to exchange queens. On 51 R-Q1 there would have followed 51... Q×RP+ 52 K-N1 N-B3 53 P-N5 N-Q2, with a more complicated situation.

51 ...	Q×QP
--------	------

Not, of course, 51... N×P? 52 R-Q4.

52 Q×Q	N×Q	53 R-Q4	N-N2
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Protecting all the invasion squares along the Q-file, and blocking the QNP. But now, on account of the passive position of the Black knight, White is in control on the other side of the board.

54 P-N4	K-R2	58 R-Q1	K-R3
55 K-N3	K-N3	59 R-Q4	K-N3
56 K-B4	P×P	60 P-R5+	K-R3
57 P×P	P-B3	61 P-QN5	...
The pawn will also be well placed at QN6.			
61 ...	P-N3	65 R-QB2	B-Q4
62 P×P	K×P	66 R-B7+	K-K3
63 P-N6	K-B2	67 R-KR7	K-Q3
64 R-Q2	K-K2		

Drawn.

### Game 17. Catalan Opening

*Korchnoy-Karpov*

October 30th

1 P-Q4	N-KB3	3 P-KN3	P-Q4
2 P-QB4	P-K3	4 B-N2	P×P
Theory considers this move to be the strongest.			
5 N-KB3	P-B4	7 Q-R4	...
6 O-O	N-B3		
After 7 N-K5, 7... B-Q2! may be recommended.			
7 ...	B-Q2	9 N×P	R-B1
8 Q×BP	P×P	10 N-QB3!	...

This would appear to be an innovation. White does not waste time on a natural retreat by his queen, and gains an important tempo for development. Unexpectedly, a theoretical line turns out to be not easy for Black.

10 ... Q-R4

Karpov fails to find a good plan. 10... Q-N3, threatening 11... N-K4, looks more promising.

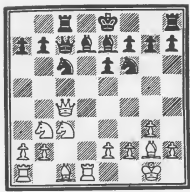
11 R-Q1 B-K2

It was now better to go in for the difficult ending after 11... Q-N5 12 Q×Q B×Q 13 N(Q4)-N5!

12 N-N3 Q-B2

Here too, 12... Q-N5 deserved consideration.





13 N-N5 ...

Very strong here was 13 B-B4! P-K4 14 B-N5 B-K3 15 Q-QR4!, and Black has no satisfactory defence against the threat of 16 B×NP×B (16... B×B 17 N-B5) 17 N-Q5. Black would have then been in a lost position, whereas now he can battle on.

13 ... Q-N1 15 N×B N×N

14 N-B5 P-QR3!

15... P×N? 16 N×N+ B×N 17 Q×NP was, of course, bad.

16 N-B3 ...

White's opening advantage gradually evaporates. 16 N-Q4! was better, offering the exchange of knights, which would increase the activity of his king's bishop, although Black could successfully complete his development by 16... N(B3)-K4 17 Q-R4 0-0.

16 ... N(Q2)-K4!

The worst is over for Black. All that he has had to allow White is the advantage of the two bishops.

17 Q-QR4 ...

But now Black has a perfectly good position. 17 Q-N3! 0-0 18 B-B4 was essential, when in view of the threats of 19 QB×N and 19 KB×N, Karpov would still have to solve the problem of how to defend his QNP.

17 ... 0-0 19 QB×N ...

18 B-B4 Q-R2

Korchnoy assumes that the presence of bishops of opposite colour

will favour him. In fact, this can also favour Black to a certain extent. After 19 KB×N N×B 20 R-Q7 White's position is still preferable.

19 ...	N×B	21 R-Q7	B-B3
20 Q-K4	N-B3	22 QR-Q1	Q-N3

The unexpected sequel is that the QNP requires defending.

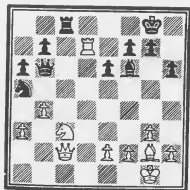
23 Q-B2	N-R4	25 P-QR3	R-B2
24 R(Q1)-Q3	P-R3		

25...KR-Q1 is safer.

26 P-QN4	R×R
----------	-----

Not, of course, 26...N-B5?, on account of 27 N-R4!

27 R×R	R-B1
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The only move! After 27...N-B3 28 N-R4 Q-N4 29 B×N P×B 30 N-B5 White has a considerable advantage.

28 R-Q3	...
---------	-----

The following variations lead to a draw: 28 P×N Q×RP 29 R×NP Q×N, or 28 N-R4 R×Q 29 N×Q R-B8+ 30 B-B1 N-N6 31 P-K3 R-R8 32 P-QR4 P-QR4 33 P-N5 N-B4 34 R-B7 N×P 35 N×N R×N 36 R×NP R-QN5 37 P-N6 P-R5. (Suetin.)

28 ...	N-B5	30 N-B5?	...
29 N-K4	Q-B2!		

The losing move. 30 N×B+ P×N 31 B-B1 was good enough for a draw. Now, as was later established, Karpov had a simple win by 30...N-N7 followed by P-QN3. However, his next move also leads to a win.

30 ... N-K4 31 R-Q2 ...

White's best practical chance was 31 R-QB3 P-QN3 32 B-N7! (32 N-K4 N-B6+ 33 B×N B×R) 32... R-Q1 (but not 32... R-K1 33 N-K4 Q×B 34 N-Q6 Q-N1 35 N×R Q×N 36 R-B8) 33 N×KP N-B6+ 34 B×N Q×R 35 Q×Q R-Q8+ 36 K-N2 B×Q 37 N-B7 R-QR8 38 N×P R×P 39 P-N5 R-N6 40 B-B6 B-K4, and Black must win since the White knight is out of play. From this line it becomes clear why 30... N-N7 would have won more simply than 30... N-K4.

31 ... P-QN3 32 P-B4 P×N

Black rejects the win of a piece by 32... N-N3, in favour of a prosaic win with two extra pawns.

33 P×N Q×P

Threatening 34... Q-K6+ followed by 35... B-Q5.

34 B-N7 R-B2

And now the threat is 35... P×P

35 Q-K4 Q-R8+ 38 R-Q3 Q-R4

36 K-N2 Q×P 39 Q-B3 Q-N3

37 P×P R×P 40 R-Q7 ...

This hastens White's inevitable defeat.

40 ... R-B4 42 K-R3 P-N3!

41 Q-N4 Q-B7+

There is no defence against 43... R-KR4+.

White resigned.

## Game 18. French Defence

*Karpov-Korchnoy*

November 1st

1 P-K4	P-K3	6 B-N5	B-Q3
2 P-Q4	P-Q4	7 0-0	N-K2
3 N-Q2	P-QB4	8 P×P	B×BP
4 KP×P	KP×P	9 N-N3	B-Q3
5 KN-B3	N-QB3	10 B-N5!	...

In this, the seventh and last "French" in the match, Karpov at last finds the correct plan. He does not waste time on the manoeuvre Q-R4,

and does not immediately seize control of his Q4 square, but plays consistently for simplification.

10 ...	O-O	13 P-KR3	B-R4
11 R-K1	Q-B2	14 B-K2!	...
12 P-B3	B-KN5		

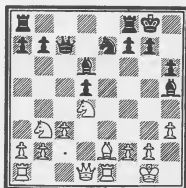
Now it becomes clear which knight should occupy Q4. Instead of waiting for Black to make the exchange...B×N at a convenient moment, White will occupy Q4 with his king's knight, and force the exchange of the white-squared bishops.

14 ...	P-KR3	15 B×N!	...
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At the same time, another pair of minor pieces is exchanged.

15 ...	N×B	16 N(B3)-Q4	...
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There is also the incidental threat of 17 N-N5.



16 ...	B×B
--------	-----

Even if the threat of 17 N-N5 is ignored, the exchange of bishops cannot be avoided: 16...B-N3 17 B-Q3.

17 Q×B	P-R3	19 QR-Q1	R-Q2
18 Q-B3	QR-Q1	20 N-B5!	...

Yet another pair of minor pieces is exchanged.

20 ...	N×N	22 R-K3	...
21 Q×N	KR-Q1		

Now White has to combine the actions of his heavy pieces along the Q-file. The game has become simplified, and White has pressure on the

QP and control of his Q4 square—the maximum that he can achieve in this variation.

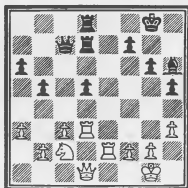
22 ...	P-KN3	26 P-R3	P-KR4
23 Q-B3	B-B1	27 R(Q1)-Q2	B-R3
24 R(K3)-Q3	Q-B3	28 Q-Q1	...
25 N-Q4	Q-R5		

White offers a further exchange. In the ending, Black faces a cheerless defence. The reader can be once more referred to the prototype of this game—the fifteenth game of the Botvinnik–Bronstein match (1951).

28 ...	Q-B5	29 R-K2	...
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White is forced to temporarily move his rook off the Q-file, but it will return there. In order to secure the square Q2 for his rook, White will have to agree to the exchange of the last pair of minor pieces, which of course is not in the interests of his attack on the QP, since the bishop cannot defend it.

29 ...	Q-B2	30 N-B2	P-QN4!
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A useful move in this variation. Now the advance P-QB4 will always involve an exchange of pawns.

31 N-K3	...
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If 31 N-N4 Q-N2 32 R-K5, then not 32... P-R4? 33 R(K5)×QP!, but 32... P-Q5! 33 P×P B-N2 with complete equality.

31 ...	Q-B4	32 R(K2)-Q2!	...
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The preparations are at last complete, and the QP is attacked.

32 ... B×N

There is no other defence.

33 R×B R-K2

Black hastens to ease his defence by exchanging a pair of rooks. After 33... P-Q5 34 R(K3)-Q3 he loses a pawn.

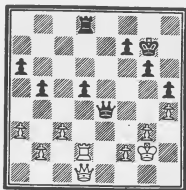
34 R×R ...

34 R(K3)-Q3 R-K4 would have led to more complicated play.

34 ... Q×R 35 P-KN3 ...

Of course, White declines the immediate draw by 35 R×P R×R 36 Q×R Q-K8+ 37 K-R2 Q×KBP.

35 ...	Q-K3	38 K-R2	Q-B4
36 P-KR4	K-N2	39 K-N2	Q-K5+
37 K-N2	Q-K5+		



40 Q-B3 ...

This leads to a drawn rook and pawn ending. Meanwhile, White could have attempted to utilize his chances by 40 K-N1! Q-K3 (transferring the queen to the Q-side in order to defend his pawns) 41 R-Q4 Q-QB3 42 Q-Q2 R-Q2 43 P-R4, when Black is faced with difficult problems. For example, 43... P×P 44 P-QB4, and White will have a strong passed pawn on the Q-file. But after 43... R-Q1 44 P×P P×P 45 P-N3 R-QB1 46 R×P Q×P 47 Q×Q R×Q 48 R×NP Black can probably save the draw.

40 ...	Q×Q+	41 K×Q	K-B3
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It turns out that after 42 K-K3 K-K4 43 K-Q3 R-QB1 44 R-K2+ K-Q3 45 P-N3 P-R4 (46 K-Q4 P-R5) White can achieve nothing.

42 K-B4 R-K1

Now 43 R×P gets White nowhere after 43... R-K7 44 R-Q6+ K-K2 45 R×RP R×BP+ 46 K-K3 R×P.

Drawn.

### Game 19. Queen's Pawn Opening

*Korchnoy-Karpov*

November 4th-5th

1 P-Q4 N-KB3 2 B-N5 ...

With the score standing at 3-0 against him, Korchnoy decides that he must try something unexpected in the opening, in order to surprise his opponent. If one adopts this point of view, then it is not difficult to come to the conclusion that opening preparation is altogether unnecessary.

2 ... P-K3 4 B×N ...

3 P-K4 P-KR3

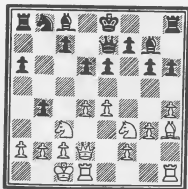
Giving up his bishop without any compensation. In similar variations the bishop is exchanged after B-R4 P-KN4; B-N3 N-R4×B, when White at least has the consolation that his opponent has made the weakening move P-KN4. Now, on the other hand, Black has the chance to overcome his opening difficulties.

4 ...	Q×B	8 0-0-0	P-R3
5 N-KB3	P-Q3	9 P-KR4	B-N2
6 N-B3	P-KN3	10 P-KN3	P-QN4!
7 Q-Q2	Q-K2		

Exploiting the fact that White for the moment has no threats, Black activates his position on the Q-side, and prepares to complete his development by 11... B-N2 and 12... N-Q2.

11 B-R3 P-N5

This move leads surprisingly to rapid simplification, in the course of which Black succeeds in mobilizing his pieces.



12 N-Q5 ...

Korchnoy goes in for a forced variation, since he probably has no other alternative. Any other retreat of the knight (e.g. 12 N-K2) is met by 12 ... P-QR4, and the attempt to develop pressure in the centre by 13 P-Q5 is risky in view of Black's Q-side counterplay.

12 ... P×N

Otherwise 13 N×NP, when Black is a pawn down.

13 B×B	0-0!	15 B×QP	P-QB3
14 B-N7	R-R2	16 B-N3	Q×KP

A swift change of scene has taken place. In view of the threat of ... P-QR4-R5 (as well as ... P-Q4), the White bishop is faced with being shut out of play. Korchnoy therefore decides to transpose into an endgame.

17 Q-Q3 ...

Worthy of attention here was A. Nikitin's suggestion of 17 Q-B4! Q×Q 18 P×Q, so as to then put pressure on the opponent's K-side by P-B5 or P-R5.

17 ... Q×Q

In the event of 17... R-K1 18 Q×Q R×Q White would play 19 P-Q5, and after 19... P-QB4 would transfer his knight to QB4, with permanent pressure on Black's QP.

18 R×Q	N-Q2	20 P-R4!	...
19 R-K1	N-N3		

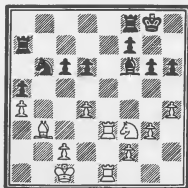
White takes necessary measures against the advance ... P-QR4-R5. Karpov captures *en passant* in order to obtain play along the QN-file.



20 ... P×P e.p.                      22 R(Q3)–K3 ...  
 21 P×P                      P–QR4

This decision is hard to understand (22 P–R4 suggests itself). It is clear that Black, by now playing 22... P–R5, could fix White's QRP, thus considerably improving his chances on the Q-side. It is difficult to explain why Karpov should reject this move.

22 ...                      B–B3                      23 P–R4                      ...  
 Korchnoy does not allow... P–R5 a second time.



23 ...                      P–B4

Now White will definitely have the better prospects in the ending. He will force the exchange of knights, place his pawn on QB3 where it will securely restrict the Black bishop, and Black's weak QRP and QBP will cause him much trouble. Black should have strengthened the threat of advancing his QBP by 23... R–B2!. Then, in the fight for the square QB4, there could have followed 24 R–K4! P–B4 (24... P–Q4 25 R(K4)–K3 P–B4 26 P×P R×P gives neither side an advantage) 25 P×PP×P 26 R–KB4 K–N2 27 R(K1)–K4, again with equal chances.

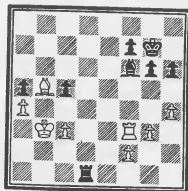
24 P×P                      P×P                      27 N–B4                      N×N  
 25 N–Q2!                      K–N2                      28 B×N                      R–Q1  
 26 R–KB3                      R–B2                      29 P–B3                      ...

White has succeeded in obtaining the position mentioned in the note to Black's twenty-third move. Now Korchnoy's basic aim is to transfer his king to QB4.

29 ... R(B2)-Q2                      31 K-N3                      R-Q8  
 30 K-B2!                      R-Q7+

Black also had the interesting possibility of keeping the rooks on and playing for an attack: 31... R-QN1+ 32 B-N5 P-B5+! 33 K×P R-N7, threatening 34... R-QB1+ (34 R-K8? R(N7)×B), when in return for the pawn Black appears to have full compensation in the activity of his pieces. Now Black exchanges a pair of rooks. If he were able to also remove the other pair, a draw would be inevitable.

32 R×R                      R×R                      33 B-N5!                      ...



33 ...                      R-Q4

A simpler way to a draw was by 33... R-QB8 34 K-B4 R-B7 35 B-B6 R-B8 36 B-Q5 R-B7 37 K-N5 R×QBP 38 K×P R×R 39 B×R B-Q5 40 B-Q5 P-B5!

34 R-K3                      ...

34 K-B4 was stronger, leading to a position which is reached later (but which might not have been reached!).

34 ...                      R-K4                      35 R-Q3                      ...  
 35 R×R B×R leads to a draw.

35 ...                      R-K7                      36 R-B3                      R-K4

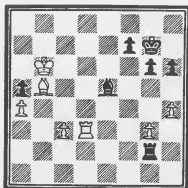
Again Black could have drawn easily, as mentioned above, by 36... R-K8 37 K-B4 R-QB8.

37 K-B4!                      R-B4                      38 R-Q3!                      ...

This is the point. It turns out that 37... R-B4 by no means forces the

exchange of rooks, since White gives up his KBP, but obtains a passed QBP.

38 ...	R×P	40 K-N6	R-KN7
39 K×P	B-K4		



41 P-B4! ...

This move allows White to keep the rooks on. If 41 K×P R×P 42 R×R B×R 43 P-B4, then 43... B-B7, and the draw is clear.

41 ... R×P

If 41... B×P, then 42 R×B! R×R 43 P-B5 P-N4 44 P×P P×P 45 P-B6 R-QB6 46 P-B7 R×P 47 K×R P-B4 48 K-N6, and White wins (I. Zaitsev).

42 R-Q7 ...

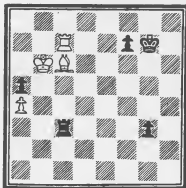
White ensures the further advance of his QBP up to the seventh rank. As I. Zaitsev pointed out, 42 P-B5 R×R 43 B×R B-Q5 44 K-N5 K-B3 45 P-B6 K-K2 46 K×P K-Q3 leads to a draw.

42 ...	P-N4	45 P-B6	P-N5
43 P×P	P×P	46 P-B7	P-N6
44 P-B5	R-QB6	47 B-B6	...

An interesting position. Now Black is forced to give up his bishop for the QBP, but as the reader will see, his position could still have been held. After the game, it was found that Karpov could have saved the draw in three different ways.

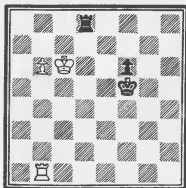
47 ...	B×P+	48 R×B	...
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Not, of course, 48 K×B K-N3 followed by ... P-B4.



48 ... K-R3

This move does not yet lose, but if Karpov wanted to obtain a draw in an ending with two pawns against a rook, then he should have remembered the nineteenth game of the match Alekhine-Bogolyubov (1929), where the latter could have drawn an ending with pawn against rook if he had kept his king closer to the centre.



Here Bogolyubov lost after 70...K-N5? (71 P-N7 P-B4 72 P-N8=Q R×Q 73 R×R P-B5 74 K-Q5 P-B6 75 K-K4 P-B7 76 R-KB8 K-N6 77 K-K3 and Black resigned), whereas 70...K-K5 would have led to a draw.

Therefore, in the position after White's forty-eighth move, the first drawing method, suggested by N. Konoplyeva, is perfectly logical: 48...R×B+! 49 R×R P-B4 50 R-B1 K-B3 51 K×P (or 51 K-B5 K-K4; Black's task is the most difficult after 51 K-N5, but as Zaitsev showed in "64" 1974 No.47, he again holds the draw) 51...P-B5 52 R-KN1 K-B4 53 K-N4 K-N5 54 P-R5 P-B6 55 P-R6 P-B7 56 R-QR1 P-N7 57 P-R7 P-N8=Q 58 P-R8=Q Q-K8+, or 51 R-KN1 P-B5 52 K-B5 K-K4 53 R-K1+ K-B4 54 K-Q4 K-N5! 55 K-Q3 P-N7 56 R-K8 K-N6.

49 R-B8 P-B4

At this point, as Karpov himself pointed out, he could have drawn by 49...K-N2, restricting White's rook and threatening to advance his pawns. But he still has a third method in reserve!

50 R-B8 ...

The following continuation should also not win for White: 50 R-KN8 P-B5 51 B-R8 P-B6! 52 K×P (52 R×P P-B7) 52...P-B7 53 B-N2 R-N6!! This is the third drawing method. By cutting off the king on the QR-file, Black forces his opponent to spend twice as much time on the advance of his QRP, and succeeds in activating his own pawns: 54 K-R6 R-N8 55 R×P R-KN8 58 R-R3+ K-N4 59 R-R2 K-B5.

50 ... R×B+?

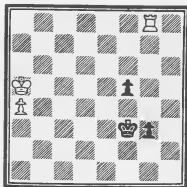
The reader already knows how difficult it is for pawns to oppose a rook when the weaker side's king is on the edge of the board. It was not yet too late to save the game by 50...K-N4! 51 B-R8 P-B5 52 K×P R-N6!! (the strength of this move is manifested here in its clearest form) 53 K-R6 (53 B-Q5 R-N7) 53...K-N5 54 P-R5 P-B6 55 K-R7 P-N7 56 P-R6 K-R6.

51 K×R K-N4

53 K-N5 K-B6

52 R-KN8+ K-B5

54 K×P ...



54 ... P-B5

No better was 54...P-N7 55 K-N4 K-B7 56 K-B3! P-N8=Q 57 R×Q K×R 58 K-Q3! K-R7 59 P-R5 P-B5 60 P-R6 P-B6 61 K-K3! K-N6 62 P-R7 P-B7 63 K-K2 K-N7 64 P-R8=Q+, and White wins.

55 K-N4 K-N7

Or 55...P-N7 56 K-B3 K-B7 57 K-Q4 P-B6 58 K-K4.

56 P-R5	P-B6	58 P-R7	P-B8=Q
57 P-R6	P-B7	59 P-R8=Q+	Q-B6

Thus a lost position for Black has been reached by force. He can delay his defeat, but that is all. His main trump is that for the moment White cannot exchange queens.

60 Q-R2+	Q-B7	62 Q-Q2+	Q-B7
61 Q-Q5+	Q-B6	63 K-B3	...

Now it is Black who cannot exchange queens, since after 63...Q×Q+ 64 K×Q K-B7 65 R-KB8+ he loses.

63 ...	K-N8	67 K-B2	Q-QB3+
64 Q-Q1+	K-N7	68 K-Q2	Q-KR3+
65 Q-Q3	Q-QB4+	69 Q-K3	...
66 K-N3	Q-N3+		

Another problem is solved—the checks are at an end, since on 69...Q-Q3+ there follows 70 K-K1 Q-N5+? 71 Q-Q2+. At the same time Black has to defend his pawn, and his queen is forced to occupy a passive position.

69 ...	Q-R5	71 R-N6	Q-B4
70 R-N8	Q-B3	72 R-N2	...

Now White begins to smoke out the Black king from his refuge.

72 ...	K-R7	75 Q-N8	K-R6
73 Q-R6+	K-N8	76 Q-KR8+	K-N5
74 Q-QN6+	K-R7		

Or 76... K-N7 77 K-K3+, and mates.

77 R-N4+	K-B6	79 R-N2	...
78 Q-KR1+	K-B7		

Black resigned.

### Game 20. Ruy Lopez

*Karpov-Korchnoy*

November 8th-9th

1 P-K4 P-K4

The situation demands this! After the previous game the score had become 1-3, and there was a theoretical chance that Korchnoy could draw the match. Therefore it was no longer feasible for him to play the French Defence as Black, and he attempts to start a tactical skirmish in the Ruy Lopez.

2 N-KB3	N-QB3	4 B-R4	P-B4
3 B-N5	P-QR3	5 P-Q4	...

Karpov has a good knowledge of opening theory, and he chooses the most active continuation, in which, although the play is complicated, Black's defence is not easy.

5 ...	KP×P	6 P-K5	...
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In this position, Black would give a great deal to be able to replace his KBP on its initial square, but, as we know, pawns cannot move backwards.

6 ...	B-B4	8 B-N3	P-Q4
7 O-O	KN-K2	9 P×P e.p.	Q×P

For the moment Black has consolidated his material advantage—his pawn at Q5 is sufficiently well defended. But White's pressure along the K-file and the QR2-KN8 diagonal renders his opponent's position difficult.

10 R-K1 P-R3

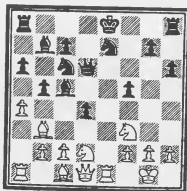
On 10... B-Q2 there could follow 11 N-N5, and on 10... N-R4 11 B-N5. From this it follows that Black must guard his KN4 square, even though this costs him a tempo.

11 QN-Q2 P-QN4

Another tempo has to be wasted in preventing 12 N-B4.

12 P-QR4 B-N2

Convinced that his opponent is fully conversant with the theoretical recommendations, Korchnoy himself makes a "non-theoretical" move (instead of 12... R-QN1), hoping to complicate White's task.



13 P×P

P×P

15 R-K6

Q-Q2

14 R×R+

B×R

16 Q-K2

...

Now Black's QNP is attacked. If he advances it, then the way is opened for White's queen to QR6, and his knight—to QB4. The pawn cannot be defended by retreating the queen's knight, on account of 17 N-K5. So Black has to part with his central pawn, but he remains in a difficult position.

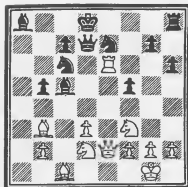
16 ...

P-Q6

17 P×P

K-Q1





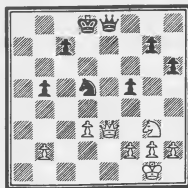
18 N-B1 ...

A pity ... Here the knight proves to be misplaced. It would have been more logical to play 18 P-Q4. After 18...N×P 19 N×N B×N 20 N-B3 the assessment of the position is not in doubt. Black's king is stuck in the centre, he has several pawn weaknesses, and all White's pieces are active, which means that the result also is clear. Now, on the other hand, White's own pawn at Q3 restricts the activity of his pieces, and Black can face the future with confidence.

18 ...	R-K1	21 B-K3	B×B
19 N-N3	N-Q5	22 Q×B	B-Q4
20 N×N	B×N		

Gradually the pieces are exchanged, the danger to the Black king is reduced, and, being in the centre, the king will be excellently placed when an ending is reached.

23 B×B	N×B	24 R×R+	Q×R
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25 Q-Q4 ...

For the moment White avoids the exchange of queens, since after 25 Q×Q+ K×Q 26 N×P K-B2 he can hardly hope for more than the exchange of the Q-side pawns (e.g. 27 N-Q4 N-N5 28 N×P N×P 29 P-QN3 N-B8). But after the move in the game Black can still put up a successful defence.

25 ... Q-Q2

25... Q-K8+ 26 N-B1 is risky for Black.

26 P-R4 K-B1 28 N-K2 ...

27 K-R2 P-B5

If 28 N-K4, then 28... N-B3; or 28 N-R5 Q-Q1 (Kholmov).

28 ... Q-B2

Here 28... Q-Q1 was also possible.

29 Q-K4 P-B3 30 N-Q4 Q-B3

30... K-Q2 was also possible. Now White could have delayed the following, essentially drawing, combination, by first defending his KRP by 31 K-R3. And incidentally, after the exchange of queens his king would be one move nearer to the enemy pawns.

31 N×NP Q×RP+ 33 N-Q4 Q-B3

32 K-N1 Q-K2 34 Q-B5+ ...

So White goes into an ending, and one in which he has no winning chances. But what is he to do? The apparently active continuation 34 Q-K8+ K-B2 35 N-K6+ K-Q3 36 N-Q8 K-B2 leads even more quickly to a draw.

34 ... Q×Q 37 N×NP N×NP

35 N×Q N-N5 38 N-B5 K-Q2

36 P-Q4 N-Q6 39 N×P K-K3

Black's superior king position assures him of a draw, although he is a pawn down.

40 K-B1 K-Q4 43 N×P+ K-K5

41 N-B5 K-K5 44 K-K2 N-B5

42 N-K7 K×P 45 P-B3+ K-Q4

It was only this move that was sealed—previously, neither of the players wanted to adjourn.

47 N-N4+ K-K4 49 K-Q4 N-N3

47 N-B2 K-B4 50 K-Q5 N-R5

48 K-Q3 N-K4+

This attack on the KNP is the simplest way to draw.

51 N-K1            N-N3

Drawn.

### Game 21. Queen's Indian Defence

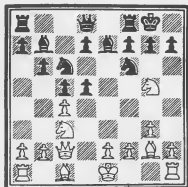
*Korchnoy-Karpov*

November 11th

1 P-Q4	N-KB3	4 B-N2	B-N2
2 N-KB3	P-K3	5 P-B4	B-K2
3 P-KN3	P-QN3	6 N-B3	O-O

Evidently fatigue begins to tell on Karpov, which is not surprising. After all, this is the twenty-first game, and it is difficult to play more than 20 games at full strength. At this crucial stage of the match, Karpov should have avoided those tense situations which were reached in earlier games in the Queen's Indian, and which were repeated in exaggerated fashion in the present game.

7 Q-B2	P-B4	9 N-KN5	N-B3
8 P-Q5	P×P		



In the fifth game Black played 9... P-N3, and obtained a satisfactory position. It would seem that in his analysis Karpov had found an improvement for White (after 9... P-N3), and so he varies his play. But 9... N-B3 turns out to be an unfortunate innovation.

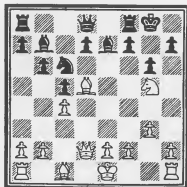
10 N×QP      P-N3      11 Q-Q2!      ...

This strong move was most probably prepared by Korchnoy prior to the match, but he was unable to play it earlier, since Karpov avoided 9... N-B3. And then here, almost at the finish, Korchnoy finally gets the opportunity to employ his clever preparation. From Q2 the queen in the first instance protects the knight at N5, but at the same time creates a concealed and dangerous threat.

11 ...      N×N?

There is no need to calculate any variations in order to appreciate what a dangerous position the opponent's white-squared bishop will occupy at Q5. 11...R-K1 looks better, when Black seems in no immediate danger.

12 B×N      ...



12 ...      R-N1

It is clear that Karpov had not only lost his sense of danger, but that at this point he was simply unable to calculate variations.

More logical, of course, was 12...B×N 13 Q×B Q×Q 14 B×Q K-N2 (or 14... N-R4), with a difficult ending for Black. But in this match, didn't Karpov demonstrate his defensive skill in endgames?

13 N×RP!      ...

This decides the game, since after 13...K×N 14 Q-R6+ K-N1 15 Q×P+ K-R1 16 Q-R6+ K-N1 17 B-K4 P-B4 18 B-Q5+ R-B2 19 Q-N6+ mate is not far away.

13 ...	R-K1	15 N-N5	B×N
14 Q-R6	N-K4	16 B×B	Q×B

The queen cannot step aside on account of 17B-KB6.

17 Q×Q	B×B	18 0-0	...
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Not, of course, 18P×B?? N-B6+, and it is Black who wins. Thus Black has two minor pieces for the queen—clearly inadequate compensation.

18 ...	B×P	19 P-B4	...
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Black resigned.

Without doubt the weakest game of the match.

## Game 22. Catalan Opening

*Karpov-Korchnoy*

November 15th

1 N-KB3	N-KB3	3 P-KN3	P-Q4
2 P-B4	P-K3	4 P-Q4	...

Theory states that it is better for White to refrain from P-Q4, and to avoid the Catalan Opening. But after 4B-N2 the play is normally of a closed and complex nature. At the end of this match, Karpov was faced with a clear-cut task—to draw the remaining three games. It is this that explains his choice of the Catalan Opening, in which, as a rule, less complex situations arise.

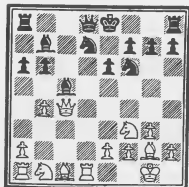
4 ...	P×P	5 Q-R4+	...
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After 5B-N2, the same position could have been reached as in the seventeenth game, where Korchnoy was playing White. Karpov chooses a simpler continuation. Korchnoy, on the other hand, is playing for a win, and so he avoids the theoretical recommendation of 6...P-QR3.

5 ...	QN-Q2	8 0-0	P-B4
6 Q×BP	P-QN3	9 R-Q1	P-QR3
7 B-N2	B-N2	10 P×P	...

This helps Black's development.

10 ...	B×P	11 P-QN4	...
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11 ... B-K2

11...P-QN4 looks more exact: 12 Q-N3 (in contrast to what occurs in the game, White does not have the square Q4 for his queen), and now 12...B-K2 or 12...B-N3.

12 B-N2 P-QN4 13 Q-Q4 R-QB1

Korchnoy avoids the exchange of queens. Indeed, after 13...N-N3 14 Q×Q+ B×Q 15 QN-Q2 N-R5 16 B-Q4 B-K2 17 P-QR3 a draw would be highly probable.

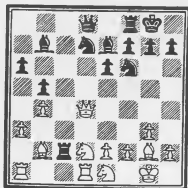
14 QN-Q2 0-0 15 P-QR3 ...

Now White is perfectly all right, and the game is level. Exchanges along the open files and diagonals are inevitable.

15 ... R-B7

One gains the impression that Korchnoy must have considered White's obvious reply to be impossible.

16 N-K1 ...



It turns out that after 16... P-K4 17 Q-Q3 (or 17 Q-R7) 17... RxB 18 BxB White gains the advantage. The rook has to return home.

16 ...	R-B2	19 QR-B1	R-B1
17 BxB	RxB	20 P-K4	...
18 N-N3	Q-R1		

20 N-Q3 was also possible, but Karpov, as always, is ready to play for domination, and takes control of his Q5 square. Capablanca always liked to employ the set-up with pawns on K4 and KB3.

20 ...	R(N2)-B2	22 P-B3	Q-QB1
21 RxR	RxR		

Black's rook could have advanced to QB5, but in the first place it would make no threats there, and besides, it would soon be driven away.

23 R-B1	RxR	25 Q-B3	Q-R1
24 NxR	B-Q1		

The exchange of queens would be equivalent to an offer of a draw.

26 Q-Q3	N-N3	28 B-Q4	Q-B1
27 N-B2	N-B5	29 Q-B3	...

It would appear that Black has activated his forces somewhat by advancing his knight to the outpost at QB5, but his other pieces are passive.

29 ...	Q-Q2	30 N-Q3	P-KR4
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Drawn.

### Game 23. Queen's Indian Defence

*Korchnoy-Karpov*

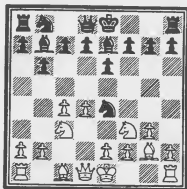
November 18th

1 P-Q4	N-KB3	4 P-KN3	B-N2
2 P-QB4	P-K3	5 B-N2	B-K2
3 N-KB3	P-QN3	6 N-B3	N-K5

This was the last game in which Korchnoy had White, and it was his last real chance to draw the match. Is it surprising that he chooses the opening which has often given him good positions, and in the twenty-first game—a quick win? However, like Father Varlaam in Pushkin's *Boris Godunov*, who, when it was a question of being hung, managed

to read the decree letter by letter, so Karpov was forced to take up an idea which was used 37 years earlier by Alekhine.

It should be recalled that, prior to this game, Karpov had played 6... 0-0, and after 7 Q-B2 or 7 Q-Q3 the advance of his knight to K5 was no longer possible.



7 B-Q2 ...

As we have already mentioned (cf. the fifth game), this position was reached in the twenty-first game of the return match Euwe-Alekhine (Alekhine was Black). The difference was that it was White to move, but even so Alekhine managed to equalize. With an extra tempo, it stands to reason that Black should have no trouble.

7 ... B-KB3

In the game Dzhindzhikhashvili-Karpov (USSR Olympiad, 1972) Black played 7... P-Q4, which runs counter to the character of the position. Alekhine did not advance his QP two squares, and was correct not to do so.

8 0-0 ...

In the game Reshevsky-Smyslov (Petropolis, 1973), after 8 Q-B2 N×B 9 Q×B Black again made the poor move 9... P-Q4.

8 ... 0-0 9 Q-B2 ...

In Smyslov-Olafsson (Moscow, 1971) White tried to obtain an advantage here by 9 R-B1, but achieved nothing after 9... P-B4 10 N×N B×N 11 B-B3 P-Q3 12 Q-Q2 N-B3.

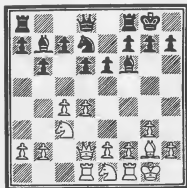


9 ...  
10 Q×N

N×B  
P-Q3

11 QR-Q1  
12 N-K1

N-Q2  
...



After 12 P-K4 P-B4 Black, with his two bishops, would satisfactorily complete his development, and the absence of his black-squared bishop could tell against White. Tal's recommendation of 12 P-QN4 leads to more complicated play, since after 12...P-B4 13 QP×P NP×P 14 Q×P White is a pawn up.

If the state of the match is ignored, the exchange of white-squared bishops seems sensible, since it deprives Black of the celebrated advantage of the two bishops.

12 ... B×B 13 N×B ...

Since White later decides to move this knight to QB2, 13 K×B would have been more logical.

13 ... Q-K2 14 N-K1 P-B4

Once this move has become possible (15 P×P N×P 16 Q×P Q×Q 17 R×Q B×N 18 P×B KR-Q1 with a draw), Black obtains an equal game.

15 N-B2 QR-B1 17 P-K4 ...

16 P-N3 KR-Q1

Korchnoy conducts this decisive game with a surprising lack of consistency. Strangely enough, for such a fighting player he often lacks self-discipline at the most crucial moments. However, here there is no longer any other active possibility.

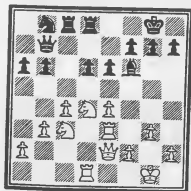
17 ... N-N1

Karpov no doubt considered that 18 P-Q5, activating his bishop, appeared antipositional, but that is perhaps how White should have continued, since it would have created a more complicated situation. For this reason, 17... P×P would have been more circumspect.

18 KR-K1 P×P 20 R-K3 P-QR3

19 N×P Q-N2 21 Q-K2 ...

Black would have made the same reply to 21 R-Q3.



21 ... N-B3!

Exchanging White's centralized knight, after which Black's bishop will be clearly stronger than the remaining White knight, which has no secure strong point in the centre.

22 N×N Q×N 24 P-QR4 Q-B4

23 R(K3)-Q3 P-R3 25 Q-Q2 P-QN4

Black has even acquired a slight initiative.

26 RP×P B×N 28 R-Q4 ...

27 Q×B P×P

Perhaps played with the secret hope of 28... P×P 29 R×BP followed by 30 R×R. But Black naturally avoids such an "exchange", retreats his queen, and prepares P-K4.

28 ... Q-B2 29 Q-N4 P-K4

With the inevitable follow-up 30 R×P R×R 31 R×R P×P 32 P×P Q×P 33 R-Q8+ K-R2.

Drawn.

## Game 24. Queen's Gambit Accepted

*Karpov-Korchnoy*

November 22nd

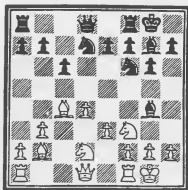
- |         |       |        |       |
|---------|-------|--------|-------|
| 1 N-KB3 | P-Q4  | 3 P-B4 | P×P   |
| 2 P-Q4  | N-KB3 | 4 P-K3 | P-KN3 |

Again Korchnoy chooses a new opening, in the hope of a miracle.

- |       |      |         |     |
|-------|------|---------|-----|
| 5 B×P | B-N2 | 7 P-QN3 | ... |
| 6 0-0 | 0-0  |         |     |

But here Karpov apparently surprised his opponent, who was expecting White to prepare P-K4 by 7 N-B3.

- |        |      |         |       |
|--------|------|---------|-------|
| 7 ...  | P-B3 | 9 QN-Q2 | QN-Q2 |
| 8 B-N2 | B-N5 |         |       |



As yet, no miracle has occurred. Although Black has developed his pieces, he appears to have no compensation for having given White control of the centre.

- |          |      |
|----------|------|
| 10 P-KR3 | B-B4 |
|----------|------|

Black is naturally loath to part with his bishop.

- |         |     |
|---------|-----|
| 11 R-K1 | ... |
|---------|-----|

11 N-R4 was also pretty good.

- |        |      |          |      |
|--------|------|----------|------|
| 11 ... | N-N3 | 12 B-KB1 | N-K5 |
|--------|------|----------|------|

In view of the possible threat of P-K4, Black has to exchange a pair of minor pieces, and at the same time he unblocks his king's bishop.

13 N×N            B×N                            15 R-B1            ...  
 14 N-Q2           B-B4

All White has to concern himself with is preventing ... P-QB4 or ... P-K4.

15 ...            R-B1                            16 Q-K2            R-B2

On 16... P-B4 there would follow 17 N-B3, with inevitable exchanges. Of course, such a prospect does not suit Korchnoy.

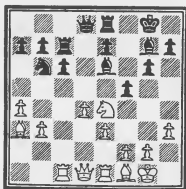
17 P-QR4           B-B1

For the moment Black waits, as he has no active plan.

18 B-R3            ...

Now ... P-QB4 or ... P-K4 is hardly possible.

18 ...            B-K3                            20 N-K4            P-KB4  
 19 Q-Q1           R-K1



This move compromises Black's position. But what was there for Korchnoy to fear? On that day, the law of the "final game" was in operation, characteristic of those decisive games where one of the players has a one point advantage (or an equal score and the need to draw the match). This "law" seems to have been first introduced in the Alekhine-Euwe Match in 1935. Prior to the last game Euwe, with the score standing at 15:14 in his favour, announced that he was prepared at any moment to agree to a draw. Alekhine availed himself of this when he was already two pawns down.

21 N-B5           B-B2                            22 B-N2            ...

Now White must prevent ... P-K4.

22 ... N-Q2                      23 N-Q3 ...

White preserves his more active knight from exchange.

23 ... R-QB1                      24 P-QN4                      P-QR4

At last Black decides on an active move. But now White can himself take the initiative on the Q-side.

25 P×P                      Q×P                      27 P-R5 ...

26 B-B3                      Q-R2

As a result of Black's undermining operation, his QNP and QBP have become fixed. The best that he can hope for is to exchange them.

27 ...                      P-B4

Korchnoy thought for 18 minutes over this move, and no doubt realized that White's position was impregnable.

28 Q-R4                      N-N3                      30 N×P                      N×B

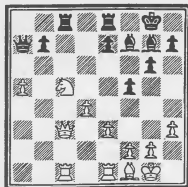
29 Q-R1                      N-Q4

Now White simply remains a pawn up, and Korchnoy (like Alekhine) is not slow in offering a draw. But after 30...R×N 31P×R N×B 32R×N R-R1 33R-N1 Black again has no hope of success.

31 Q×N ...

On 31...P-K4 White has the favourable reply 32B-B4.

Drawn.



With this position Karpov completed his candidate's cycle.

Final score—3:2 to Karpov.